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PlayStation & CONTROLL OFFICIAL MAGAZINE-AUSTRALIA



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Castro

Test Driven: V8 Supercar Race Driver. Worth the hype?

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- » Freekstyle
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DEVIL MAY

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036 DEVIL MAY CRY 2

OPS2 can confirm that this game is still some way off being released in this country. We're so on the ball though, that we've already gained access to one of the most anticpated seguels that's ever come out of the Capcom stables! It's already looking great!

It has guite a name to live up to, but how does the finished game stack up against all of the competition that's already out there?

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We've gone to hell and back to get Australia's very first review but here it is. Find out if this baby is worth its weight in horsepower.

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War. What is it good for? To make videogames about, that's what!

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GOLD EDITION It's as gory as any first-person shooter

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They'll make a kart game based on anytrhing these days!

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You've seen the movie. Now read all about the game made right here in the big, brown land of Australia!

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076 SLAM TENNIS

We LOVE this game.



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Not only will you find a playable demo on this month's disc, we've finally been able to secure code and we have the most in-depth preview you'll find absolutely anywhere!

014 WINNING ELEVEN 6

Pro Evolution Soccer in all but name is out in Japan already. So what's changed?

018 TRANSWORLD SURF

Surfing learns a few tricks from SSX, but could it still wipeout in Australia?

020 PAC-MAN WORLD 2

Our very favourite retro icon is back and Namco have given him new world's to get about in. Will he be capable of living up to life in the 'next-generation'?



Race fast. Jump high. 27 pros including #1 rider Ricky Carmichael The prosecution of the process of the proces

Features Australia's Chad Reed

Expanded freestyle modes

New Stunt Track Editor allows you to build your own ramps, jumps and obstacles

Racing and freestyle career modes

Create-A-Rider Mode

Twenty-two motocross, supercross, amateur and freestyle tracks

Five different multi-player modes both in racing and freestyle

11 Mini Games

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RICHIE'S TOP 2

V8 Supercar Race Driv nasters) August

Ever since I used to sit up the back of class with the fellias in High School reading Street Machine I've wanted to roar around Mt Panorama in a thumpin' 8 cylinder monster. This is the game I've been walting for!

Pro Evolution Socces (Konami) Out now

Who can blame me? I've had World Cup fever worse than Posh Spice, and we've been talking about Winning Eleven 6 for the past month... So out came the old favel



MIKE'S TOP 2 V-RALLY 3

(Infogrames) Now Rally driving, what else can I say. The chance to trash a WRX through exotic countries of the world, if only it wasn't all confound to my living-room fantasies... TONY HAWK'S PRO SKATER 3

My mate Darby Rouse is an absolute boy wonder at not only this game but with the ladies too Hates off to Darby, credit where credit's due!



"a race like the 1000 around Mt Panorama in **Bathurst** deserves to be as entrenched in Aussie culture as vegemite pies..."

EDITOR'S LETTER

G'day, Mate. How 'bout those V8s, eh? It's strange to think how something as arbitrary as eight big thumpin' cylinders have become such an integral part of all-things-blokev in this country. We all

reckon a race like the 1000 around Mt Panorama in Bathurst deserves to be as entrenched in Aussie culture as vegemite ples are; or even a tinnie of Fosters, a bad episode of Home and Away (is there any other kind?), beer battered lamingtons and top blokes like Roy and HG. Funny that,

With all things considered, we jetted off to legendary developers Codemasters in the UK, to bring Australia back its very first review of V8 Supercar Race Driver. Let us assure you though, it hasn't been easy. The Codies team have been frantically tinkering away on the game and OPS2 team was starting to doubt whether the game really was shaping up like it should be. Thankfully, after a thorough workout we can give it a huge thumbs up. The game has all the roar and action that you'd expect and want from a legendary Johnson and Brock tussle around Oran Park, See exactly what's under the bonnet for yourself on page 54.

What's more, we're sure you're going to love playing this month's Stuntman demo. We've taken the game for a run ourselves, and you can read all about it in our massive preview starting on page 10. Still not enough? Then how about huge features on two of the year's biggest games in The Getaway and Devil May Cry 2 and all the inside goss on AFL Live 2003? Yeh, I thought sol

OK Back to the couch it is then



RICHIE YOUNG Editor



SUBSCRIPTIONS

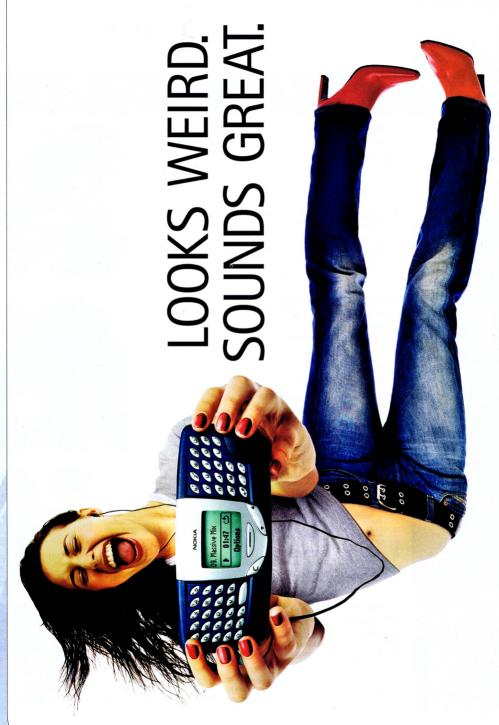
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The New Nokia 5510 doesn't look much like a personal stereo. It really doesn't look like a phone, either. But it's both and a lot more; a text and games machine, WAP browser, FM radio and digital music player. Whichever way you look at it, we call it المساهم technology." Join Club Nokia and get the most out of your Nokia 5510. Download ringing tones, fun picture messages, screen savers and new levels of Nokia games. Join free at www.nokia.com.au

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undoubtedly already found on the cover speaks for itself. You wanted

leadership go to our heads. Every single DVD demo from here on in will be

PS To use this DVD, load it up on your PS2.

ONTHEDVD

OTHER MAGAZINES LET YOU WATCH, OPS2 LETS YOU PLAY...

DEMO 02

ARMY MEN RTS
PUBLISHER 3DO :: GAME TYPE RTS :: OUT NOW :: PLAYERS 1

THE CONTROLS L-STICK - MOVE TARGET R-STICK UP - TARGET

- MOVE UNIT/ADD TARGET
- ADD OR REMOVE UNITS FROM GROUP SELECT UNITS
- SELECT PREVIOUS GROUP OF UNITS JUMP CAMERA TO COMBAT
- CONSTRUCTION MENII
- CAMERA MELTINIC
- BUILDINGS
- PALISE

This is the latest in the irrepressible Army Men franchise. Everyone's favourite series rumbles on with its first RTS (real time strategy) the preposterously named Army Men RTS. It does exactly what it says on the box. Things have been kept relatively simple (this is an Army Men game, after all) but you'll still find every button on the pad used and your thumbs occassionally straining at their joints in their rush to do

your bidding THE DEMO

The Thin Green Line level from the game requires you to make your way up and through the fence and obliterate any tan troops you may find on your way. Winner is the last man standing Good luck, soldier.



DEMO 03

THE CONTROLS L-STICK - MOVE

R-STICK UP -STRAFE/CLIMB AND DESCEND TOGGLE TARGET

- STEALTH MODE THERMAL MODE TURBO
- SNIPER ZOOM
- **(B)** MINION
- GUIDED MISSILES

FIREBLADE

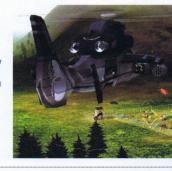
PUBLISHER MIDWAY :: GAME TYPE SHOOTER :: OUT NOW ::

THE GAME

Fireblade's surface sheen depicts a serious po-faced helicopter sim but beneath that moustache-waxing exterior lies a device aimed purely at getting kicks from blowing things up. In its heart of hearts, this is an old-fashioned blaster. The finished article features 18 missions in four campaigns taking in sights as diverse as the obligatory snowy level and a really hot one, too.

THE DEMO

This is the third mission in the game, being just the rigt mix of challenging action and ease-you-in-gently mission objectives. Here, you've got to destroy three bases. If you wish to show off you can also destroy the communications tower. Doing so will leave the enemy haffled and easier to pick off



DEMO 04

THE CONTROLS L-STICK - MOVE PLAYER/FINDER R-STICK - MOVE FLASHLIGHT

- SEARCH TAKE PHOTO
- RUN/SPEED LIP FINDER ON/OFF
- OPENMENU TURN AROUND TAKE PHOTO
- SPECIAL FUNCT SPECIAL FUNCT

PROJECT ZERO

PUBLISHER WANADOO :: GAME TYPE ADVENTURE :: OUT SEPTEMBER :: PLAYERS 1

THE GAME

Like Resident Full although the weapons are more instamatic than automatic. You've only your trusty camera for protection as you tread the boards of a haunted house. They're all camera shy and capturing a shot of them before they disappear will make them die of shame.

THE DEMO

The demo will time out after two minutes just to give you a teaser of the game. Master the controls (engages camera mode) and snap as many nasties as you can before the demo demises. Kodak moment, anyone?

DEMO 05

MEN IN BLACK II: ALIEN ESCAPE PUBLISHER INFOGRAMES :: GAME TYPE ACTION :: OUT JULY :: PLAYERS 1

- ROLL
- TURN AROUND CHANGE WEAPON MOVE LEFT
- **(11)** MOVE RIGHT

THE GAME

'Loosely based on the film'. Need you know more? The game borrows scenarios and characters and offers a shoot 'em up that's more about skull-cracking,

THE DEMO

This includes the entire Dockside level from the game. Choose to play as Jay or Kay then slug your way through and get Grokk at the end. Mix up your attacks and ensure you're using the weapon best suited for the removal of the nasty head.



RICHIE YOUNG

E3 VIDEO DEMOS SOCOM: US NAVY SEALS It'll come with a headset allowing you to talk to your mates as you try and paste the enemy. SLY RACCOON Sly is different. Much of the game's appeal comes from its cartoon looks but the areas make it special. FORMULA ONE 2002 Sony's F1 efforts prefer to tell it like it is. F1 2002 plays as hard and realistic as its cars are authentic. VIDEO DEMOS ONIMUSHA 2 The first game was a spin-off of the Resident Evil series, now Onlimusha 2 sees the pupil becoming the master, packing better graphics (check out the quality

levels to Aussie expert proportions. RED DEAD REVOLVER

Ride into town on a horse with no name and shoot the living crap out of everyone you meet. It's every cowboy's fantasy and, thanks to Capcom, it's now a reality. Innovative camera play keeps things movie-like while auto-aiming makes you feel cooler than Clint.

of this movie) and more varied action (lots of lovely new weapons) and ramping up the size and difficulty

FREEKSTYLE

Spelling might not be strong point, but making madin-the-groin racing games certainly is. EASports BIG once again come up trumps with a combination of the serious and the ridiculous in *Freekstyle* - it's *SSX* on motorbikes.

WRC 2002

Not an In-game trailer but more a teaser for the upcoming WRC 2002. Only this game has all the drivers and tracks inspired bu the genuine WRC event. Here we see men driving like demons, flogging cars more used to carrying the kids and shopping home.

EVE OF EXTINCTION

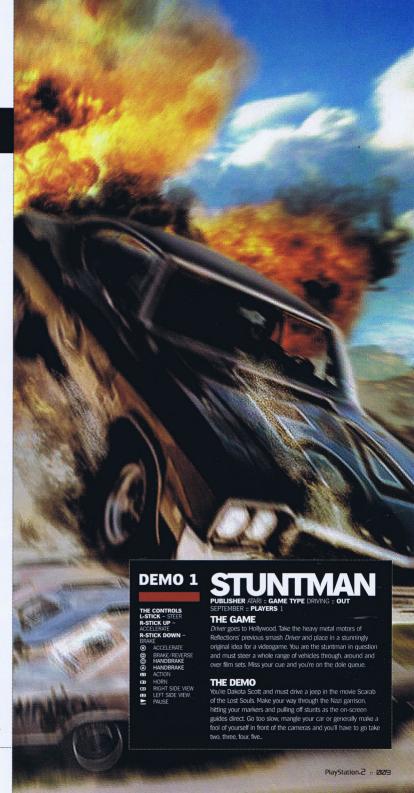
This solid scrolling beat 'em up comes from the same Japanese stable that brought us the man-hugging delights of *WWFSmackdownl*. The trick here is using the right stick to etch out crazy shapes in order to trigger very special moves.

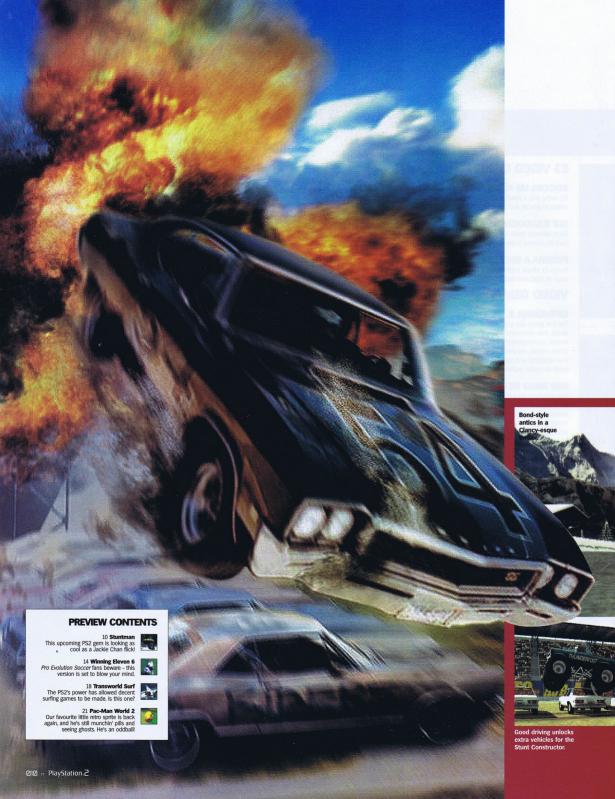
JO JO'S BIZARRE ADVENTURE

Bizarre certainly is the word for this game. This formerly flat, 2D fighter pops into 3D on PS2 and gets a distinctive shading paint job in the process. It's fighting en masse with a host of freaked-out characters each able to send their even freakier alter egos into combat in their place. Watch.

SUPERMAN: SHADOW OF APOKOLIPS

The Man of Steel becomes the man of cel-shaded polys. He's a helpful bloke. He is, quite simply, a super man.





WORDS: DEAN EVANS

STUNTMAN

Fall from a tall building or roll a brand new car. Now you can be the unknown *Stuntman* who made Redford such a star – just remember to fasten your seatbelt...

PUBLISHER INFOGRAMES
DEVELOPER REFLECTIONS
PLAYERS 1
RELEASE SEPTEMBER

hink of the cowboys who get shot during Wild West gunfights, tumbling improbably over saloon balconies to the dusty ground below. And the skiers that chased James Bond down the mountainside in *The Spy Who Loved Me*, picked off by a ski pole that turned into a rifle. Despite the advent of blue-screen special

effects and computer graphics, movies will always need those reckless souls who are prepared to throw themselves through a windows, crash cars and set each other on fire for the good of cinema. In short, movies need stuntmen.

It's this dangerous lifestyle that has inspired the latest game from British-based Reflections, the studio responsible for Driver and Driver 2. As the stuntman of the title, you're initially hired to work on a low budget, Snatch-style gangster flick called Toothless in Wapping. The movie has five car-based stunt sequences that need to be filmed, each one consisting of a number of linked action elements. You might have to drive through a stack of barrels and then perform a handbrake turn, for instance, or jump recklessly over a building before flipping your car into a barrel roll — and all for the cameras, of course. If you complete the elements well within a set time limit, you pass the stunt and move on to the next one. Fall to complete the sequence, though, and you'll have to do the stunts all over again until you get them right.

HANDS-ON CONTROL

The first stunt seems simple enough. Drive down a busy street and do a 180° handbrake turn. Then head back up the street, around a corner (dodging the oncoming traffic), overtake a car and drive into a pile of boxes. But even this short sequence requires practice, cool driving and spilt-second timing. One of the best things about the *Driver* series was its intuitive control system and incredibly realistic handling. *Stuntman* doesn't disappoint in either respect. Reflections has also made the driving controls pressure-sensitive in order to heighten the driving experience.

Before each stunt sequence, an animated intro gives you an



Be a driver, skidder, jumper and destroyer of vehicles. That means cars, tanks, even a bus

overview of the upcoming action. Then it's time to get behind the wheel and tackle the urban obstacle course for real. As you begin to drive the Director shouts helpful instructions: "Drive through the roadworks!" or "Do a handbrake turn!" Large yellow stunt icons appear on the screen to mark where the action elements take place. They also indicate what sort of action you need to take Isuch as overtake a car, drive through a gap or avoid a timed explosion). Green chevrons guide you from manoeuvre to manoeuvre, while checkpoints are included to make sure you maintain an exciting speed that's faster than 'frantic', but slightly slower than 'breakneck'

Whether you fail or successfully complete a stunt sequence, you can always view a cinematic replay of your efforts. It's here that you begin to appreciate just how stunning Stuntman is. When you're trying to complete a stunt, chasing a van through backalleys or speeding through a dim warehouse dodging forklifts, you don't have time to admire the scenery. You miss the pattern of the brickwork on the surrounding buildings, the TV aerials on the rooftops, the reflections in windows... You can't see the dents in your car's bodywork after a mistimed corner either, or the smoke and splintering metal, or the full shadow effects that give the locations such a photo-realistic quality. The attention to detail is extraordinary. And you've barely started.

After Toothless In Wapping', five bigger, trickier movie projects follow, each with its own particular set of stunts, 'A Whoopin And A Hollarin' is a Dukes Of Hazzard-style chase movie with elements of Smokey and the Bandit. Hong Kong provides the backdrop for 'Blood Oath', an action adventure in the style of John Woo. 'Conspiracy' is a Clancy-esque political thriller set in the Alps. The Scarab Of Lost Souls' (an Indiana Jones-style desert adventure) follows - think military vehicles, Nazis and ancient ruins. The game climaxes with a series of lengthy, demanding stunts for the movie Live Twice For Tomorrow (a thinly-disguised Bond-style thriller set in Monaco, all fast cars and breathless chase sequences).

When you get to the end of a stunt sequence, your

performance and accuracy are rated using a percentage score you need to achieve 75 per cent or more to progress to the next part of the film. Score highly and you unlock stunt equipment (such as ramps, flaming hoops or steam cannons) and cars that can be used later in the Stunt Constructor mode. Once all of a movie's stunts have been completed, you need to successfully pass a one-off stunt in the Daredevil Stunt Arena before you can access the next movie. The Arena recreates the sort of OTT stunt. shows that are big in America; wild and violent car crashes in front of a hotdog-munching crowd. Complete this (score 75 per cent or over) and elements of your driving get spliced into a movie trailer complete with animated cut-scenes, virtual actors, scripted dialogue and a voice-over.

THAT'S GOTTA HURT

Plaving Stuntman, you quickly realise that you have to learn from your mistakes. If a stunt has five elements to it, you may sail through the first and second, but fail the third and you have to start again. But in doing so, you learn what to do next time where to drive, how fast to go and when to brake. Playing Stuntman is a constant search for perfection, developing the skills required to complete an entire sequence, be it a 30-second pursuit or a two-minute chase, making only the tiniest of errors. While the early stunts are forgiving, the final sequences require split-second timing. By the end, you should be an accomplished driver, skidder, jumper and destroyer of vehicles. That means cars and monster trucks, a tank and a snowmobile, even a bus

Unlike Driver, Stuntman has limited locations, so you can't go anywhere, and can't just cruise around for the sheer sightseeing hell of it. But as the stunts get bigger, they begin to offer multiple routes, short detours that enable you to reach the same point via a slightly different path. Extra spice is achieved with an action button that activates special elements, such as explosions or cannon fire. And you can't fail to admire the superb physics engine and damage modelling. As you drive through gaps in the

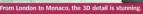














traffic and jump over broken bridges, overtake, spin, stop dead and reverse at will, overworked tyres will squeal. You'll crash, dent, bump and shunt, shattering the windscreen, splintering the machine's bodwork.

Despite the linear limitations of its Career mode, Stuntman is addictive and great fun to play. The Stunt Constructor (see You're Going Home In An Ambulance) provides a satisfying diversion – although if you don't gain high enough stunt scores in the main game, you won't earn any interesting equipment to use in it. Reflections has also gone out of its way to give Stuntman the polished feel of a movie DVD. Alongside the game is a Making Of Stuntman video, an interview with stuntman and game consultant Vic Armstrong, an eye-opening featurette on Tommy Trouble' McTague (a mad US stunt driver), plus a teaser preview of the studio's next PS2 game, Driver 3.

There's no denying that *Stuntman* is going to be huge. But just how huge? Find out in the next issue of *OPS2*.

ON TARGET? STUNTMAN

Driver-style handling and incredible photo-realistic graphics... but is Stuntman more than just a movie-inspired obstacle course for cars?



GRAPHICS Absolutely stunning. This bodes well for



FREEDOM Restricted. You drive where you're told to drive. No discussion.



PLAYABILITY
Has that addictive 'just one more go' quality





Scarab of Lost Souls
Think Indiana Jones and Nazis in the
desert. Think tanks and motorcycles,
ruined temples, up-tempo music and
lots and lots of sand...

Live Twice For Tomorrow
Glamour and speed combine in this
blatant Bond-alike set in Monaco.
Almost perfect driving is required to



The yellow icon here indicates that you need to drive through the opening.

AND THAT'S A WRAP!

Each of the movie sequences in Stunting consists of a number of smaller action elements. These could be as simple as overtaking a car or as difficult as propelling your jalopy off the end of a pier.



As you hurtle through a movie stunt, yellow icons indicate where you need to drive and what you need to do. See that gap in the wire? Go for it!



In 'A Whoopin And A Hollarin', you jump ramps and crash through burning buildings in pursuit of another car. The one with the helpful yellow arrow.



cach stunt sequence also has a series of checkpoints.
You need to pass through them before the time runs
but or you'll fail the level for driving too slowly.



Other action icons you'll see include: corners, handbrake-turns, jumps and pyrotechnic areas where you need to drive close to dramatic explosions.



LINNING ELEVEN 6

Can the world game get any better? With an improved Master League, full Edit mode and sharper graphics, it's looking that way.

==0-0

PUBLISHER KONAMI DEVELOPER KCE TYO PLAYERS 1 - 8 OUT NOW (IMPORT ONLY) great man once said that perfection is an illusion. Maybe so, but last years Pro Evolution Soccer did a pretty damn good job of convincing us that footy gaming couldn't possibly get any better. Across the board, the videogame press and public allike united in agreement that this was the one – the best

studs and stanchlons sim yet. The game not only outplayed all rivals, it out-sold them too, and PES quickly established itself as the country's leading soccer game.

In Japan, KCE Tyo's seminal soccer series enjoys similar popularity and goes by the name of *Winning Eleven Minning Eleven S* was, for all intents and purposes, *Pro Evolution Soccer. Over* in the Orient, gamers are already savouring the follow up that is *Winning Eleven 6*. While clearly localised for the home market [and that means everything bar the title being in Japanese] WEG gives us a pretty fair indication of what to expect when PES2 hits the Australia later this year. Can there be an improvement on near perfection?

Oh yes, if the previous instalment brought a lump to your throat, the follow-up is enough to make you weep with joy. The main body of the game has been left intact – if it's not injured, don't substitute it – but the developers have inned out many of the original's little flaws that niggled away like an Italian striker in a crowded penalty area. In addition to the graphical tweaking and fine tuning of gameplay, there are a few new features too, the most notable being a comprehensive Edit model see Close To The Editi

On the pitch, the whole game feels distinctly sharper and swifter. Although far from sluggish, PES often failed to capture the same degree of excitement that ISS Pro 2 achieved on PSone. Not so in WE6. The action flows like a tidal bore at full moon. Your team members appear even more inclined to make runs into space, support the strikers or peg it back to help out in defence. Passing is crisper, one-touch moves are easier to execute and more effective, but perhaps the most welcome advance is in the players' reaction times after they've been tackled.

| イングランド



Just suppose for a moment that you aren't a Man Utd or Leeds fan. Say the thought of playing as Liverpool makes the bile rise from deep within the number of national sides always being so minimal, the lack of a decent Edit mode has left a big hole in Konami's previous soccer titles. Now, samers who follow any team can edit in their favourtie side, which Is, to be frank. bloody brilliant. We couldn't get very far with it because of the language barrier, but it alopears you can build a team from scratch, including name, kit colour, emblem and players. C'mon Woy Woy Buildogs, Master League glory awalts!

W 47+ ファン・ニステルローイ 🔯 ロン 10オーウェン 175CM AGE 22 But didn't the Dutch fail to qualify for the International Cup? Little Owen's rendering is almost spot on. KONAMI Oddo KONAMI O COCTO KONAMI **ENDED** i " (ONAMI. 4 (7/2/2/) KONAMI. OSCOS KONAM Title tie 7 1 1 11 The big yellow line just ● セーブ ● 提点 START # T doesn't put an end to dodgy offside decisions Enjoy those great moments over and over in Replay mode.

144 0:00

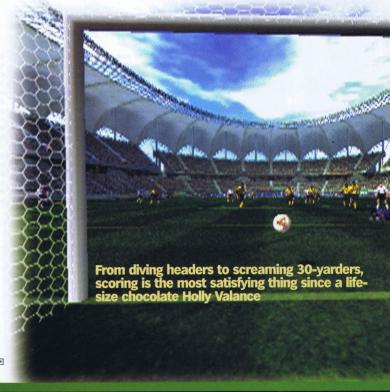
In both PES and earlier PSone incarnations of the game, when a man was tackled or knocked off the ball, he'd stand and stare at his shoelaces for a few agonising moments, allowing the opposition to claim possession of the ball and run off upfield with it. Now, a player will recover from a normal tackle almost instantly and can attempt to win the ball back straight away. Of course, if a cynical opponent has scythed you down and your player is lying in a crumpled heap, there's not a lot that can be done.

Graphical enhancements are more evident in the animation than they are in the textures and player likenesses. From taking set-pieces to tumbling over when fouled, the player animations have been completely rejigged to give an unprecedented level of realism. Keepers doing a few rolls after a spectacular diving save are particularly pleasing, as is the re-creation of David Beckham's inimitable style of whipping in corners or betting free kicks. From diving headers to screaming 30-yarders, scoring goals is as spectacular as ever and without doubt the most satisfying thing since a life-size chocolate Holly Valance. With every new version of Winning Eleven, it feels more and more like you're watching a real live game on the TV. This is the key to Konami's success; its game is soccer.

A KIND OF MAGIC

操作

One aspect of KCE Tyo's recent football outings that really grates on the nerves is the commentary. For a game that excels in nearly every other area, Chris James and Terry Butcher's inane and almost always inappropriate ramblings are nothing short of laughable in PES. You may as well switch the language setting to Mandarin. There's no way of knowing if this will be improved for the sequel, as the commentary in WE6 is provided only in Japanese, but we'd urge the developer to address the issue in the PAL conversion. Arch rivals KCE Osa managed to provide perfectly acceptable punditry in ISS 2 and they had the decidely less-know Mark Lawrenson!



PlayStation 2 .. Ø15







Then there's the music. No-one is pretending that tunes play a major part in a football game but it's always nice to have a catchy little number to hum along to as you're picking your way through the menus, WE6 gives us... Oueen, Yep, the opening credits roll to the strains of We Will Rock You, a song that's a mere 15 years old and about as appealing as Brian May's curly perm. Win one of the tournaments and your players jump around to We Are The Champions, a tune usually reserved for bad TV game shows and civic receptions for triumphant local Pub League title winners. Sort it out!

One area of the game that has been sorted out though, is the goalkeepers. Not only do they now look a good deal flashier when making saves thanks to some new animation, they also act like keepers are meant to. The actions of stoppers in PES were often disgraceful. They'd seem to do all they could to leap out of the way of a shot, almost pivoting from their torso rather than springing across the goalmouth to attempt a save. The mistakes the goalkeepers make in WE6 are more natural, more errors of judgement than basic mistakes, and this lends yet more realism to proceedings when there's a flapping Fabien to scoff at.

There are other minor adjustments that must have been very simple to execute but serve to make the whole game tighter. For example, when a player is booked, a yellow card appears above his head when you have control of him and you can bring caution into his play accordingly. Offside decisions, always the most contentious in any match, are illustrated with a yellow line that clearly shows the position of an attacker in relation to the last defender, supposedly putting a stop to any arguments. You still won't agree with half of them though, and there's still no referee or linesman on the pitch at whom you can vent your virtual frustration.

It's hard get a complete feel for the game as so many of the intricate details like commentary, player names and menu screens are in Japanese. However, the most important

thing is what happens on the pitch itself and WE6 displays another truly outstanding effort when it comes to the soccer action proper It's as playable as ever, shines like a freshly polished boot and has more scope for longevity than almost any other game, provided soccer is your sport of course. Not too much is likely to change for the PAL version aside from the language, the commentary and the music, but, to be honest, it doesn't really need to be altered.

It looks like the Master League and many of the international teams will remain unlicensed, so there'll be no proper player names for the majority of the teams, but then this is nothing that can't be sorted out with a few patient hours in Edit mode. The official suitand-tie version of videogame football is likely to remain in EA's FIFAbranded hands, but do we really care about authentic names when there's such an engaging game to hand? With WE6 coming to the Australia as PES2 in November, Konami is set to retain the hearts of soccer-loving gamers everywhere with a game that's, well, simply beautiful. Almost time to re-live the World Cup□

ON TARGET?

It may be the NTSC version, but can Winning Eleven 6 live up to the Premier League standards set in Pro Evolution Soccer?







TRANSFER FEE Even in Japanese, there's still a vast game to conquer



IMPROVEMENTS Glitches of PES have been ironed out to make a better game.

A&0

INGO TAKATSI

PES is recognised as quite simply the best football game ever made. How have you managed to capture the feel of soccer so superbly? Thank you for your compliments. To be honest, we have not reached a satisfaction level. There are a lot of satisfaction level. There are a lot of things we wanted to do for our soccer games which we haven't accomplished yet. Therefore, we do not worry about what to do once we end creating one game and start thinking about the next. For example when we finished Winning Eleven 5, we were pretty sure of what to do for Winning Eleven 6. That's how it goes with our development. We are very confident that we can now deliver our games with more enhancements.

PlayStation 2

Can you tell us about any changes that have been made for Winning Eleven 6 and how the eventual Australian and PAL release differ from this version?

captures. We recently introduced a new motion capture machine called Reactor in our studio, where we have retaken player motion types and incorporated them in the game. It was our very first attempt to use the machine and it required a lot of time and effort, but we are very proud to and effort, but we are very proud to announce that we have done our very best within such a limited time frame. We also added some new stadiums and revised and revised the player model. So visually speaking, a lot of enhancement can be seen at first glance. But that is not everything. We also focused on the gameplay and enhanced the Master League, too. Overall, we were able to achieve what we were targeting as a goal. The PAL version should be even more adjusted from the Japanese WE6 and

a soccer management game?
We feel the need to create a football management from listening to the voices of our soccer game fans. We're not sure when we can officially announce the brand new game, but please do look forward to it in the near future.

Have you ever considered making





finitely easier to score from free kicks in WE6. Mr Posh's style is captured almost perfectly.





TRANSWORLD SURF

No real superstars, few people have tried it and it's hardly ever on TV. Can surfing make the grade on PlayStation 2?

PUBLISHER INFOGRAMES
DEVELOPER ANGEL STUDIOS
PLAYERS 1 - 2
RELEASE ILLY

Ithough programmers try to pretend that surfing is just skateboarding on water, they can't change the fact that instead of scooting around parks, ramps and halfpipes on an impossibly-oiled board, you are actually balancing precariously on a fibre glass float, chasing big humps of moving water and making every effort to avoid drowning.

Surfing is pretty hard for any beginner, so it's not much of a surprise that *TransWorld Surf* has a super-steep learning curve. The wave physics in the preview code we were given are more than unforgiving: put one foot wrong and you're scuttled. Once you've Wiped out', you're left to bob in the middle of the bay and you must either doggy paddle off in search of your next 'breaker' or have the jetskil plop you in front of one. Hitching a lift only delays you by about five seconds, but that really starts to grate when you're falling off every 20 seconds. Things are, however, much better once you've mastered the skill of actually keeping yourself on the board. Of course.

TransWorld Surf has three types of wave – Normal, Difficult and Dangerous – and each one requires a different plan of attack. On some waves you can carve up and down, then briefly ride along the top before performing a quick snap turn and riding back through the barrel. On others, you have to approach more softly, standing up on your board only when you're sure the wave is going to hold.

It's hard to make surfing games fun, but Angel Studios is clearly trying its best. There are 13 real-life surfers and ten real-life beach locations, each with different scenery. There are three infigle-player modes and four multiplayer modes, including a 'shark attack' Ocean Tag mode. There's also a weird innovation called the Karma Meter, which dictates how well you surf. It goes up when you're kind' to other surfers, and down when you're not — If you cut them up on a wave, for example. So don't.

TransWorld Surf might borrow boarding elements from both



Learning the lingo is as easy as building a sandcastle. It's the staying affoat that'll pickle your paddle...

1. Just because you're bobbing around in the sea clutching a surfboard, doesn't mean you'll see any waves. You have to spot where they're forming and catch them before they break. Luckly, this bloody great blue arrow is there to help out...



3. What everyone really wants to see is the barrel ride. After a few seconds, the wave starts to barrel. Press ⊚ to stall and it'll begin to close in around you. Hold the analogue pad steady, or...







Tony Howk's and SSX Tricky, but it's still very different to play. While skateboarding and snowboarding titles have you coasting around silky smooth ramps over several different levels, TransWorld Surf simply offers dirty great waves and some different coloured seas to ride them in. Unfortunately, this makes the game more boring and much harder. In Tony Howk's, you always land on your feet (unless you really mess up). In TransWorld Surf, land even slightly at the wrong angle, and you'll plunge straight in the drink.

With the small amount of current competition and hardcore appeal, TransWorld Surf could still carve out a lucrative niche amongst North Coast dred-heads and surfing wannabes – indeed, how many of the people who made the Tory Howk's series a surprise hit on PSone actually skate? With Sunny Garcio Surfing sinking and Surfing H30 being a wash out, the only real dot on TransWorld's horizon is Activision's promising Kelly Sloter's Pro Surfer (due out in September). And coming from the Tory Howk's school of boarding excellence, there's a good chance it could kick a few grains of sand in TransWorld's Surfs face. Came on.

ON TARGET?

Shaping up nicely, but it will have to go some distance to transcend its roots. Maybe Infogrames could micro-market it to Bondi schools?



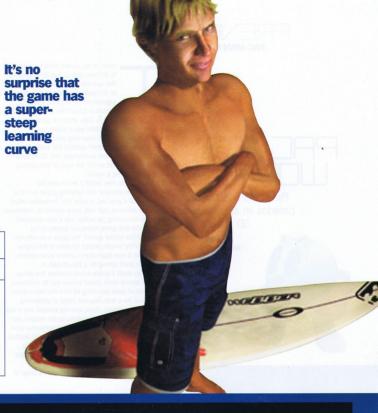
GRAPHICS
Water effects and surfers are not quite as lifelike as we'd like.



TRICKS
Clinging to a wall of water makes handgrabs rather difficult.



Good mix of playing styles, like freeing dolphins from nets.



DUDE VIBRATIONS

There are 14 surfers in TransWorld Surf – and they're all real people, too. Here are five of the best.



Tim Curran

"Tim has carved out a big chunk of surf
stardom by blasting his patented alley-oop
on daily occasions." We're not sure that
you can patent surfing tricks, but if you
could, we'd understand why he'd want to.



Jason Collins
"Ratboy, as he's known to his friends, is
especially good at getting big air, doing
wild tricks and always landing on his feet.
"He should be called 'Catboy," suggests
his profile. Thanks for that.



Rochelle Ballard
The only girl in the game, Rochelle
describes herself as a "hellwoman" in the
way that only East Coast Americans can.
Her big thing is barrel riding, and her skills
mean she can rack up points by hangling
on to a tube for longer than her rivals.



Taylor Knox
The good all-rounder. A smooth surfer with lots of tricks and a great jump. "Taylor is the man," says a mean looking Mr Knox, talking in the third-person like that bloke from Seinfeld or someone.



Cory Lopez
The Joey Johns of surfing, Cory's
the fastest at snapping and
sliding through waves, and can
pack more tricks into a jump
than anyone. One of the world's
best surfers in real life, too.



"Only 125 points? But look at me! I'M A GOD!"



Different boards for different water.



Flow with the current to catch the big breakers.



PAC-MAN WORLD 2

Pac-Man's latest update provides an alternative to 3D platformers.

PUBLISHER SCEE DEVELOPER NAMCO PLAYERS 1 RELEASE JULY hanks to the current trend for nostalgla TV, it's now bovious that the original Poc-Mon was but a sophisticated metaphor for the types of consumption patterns engendered by the global spread of capitalism [David? You alright? – Ed]. But back in 1980, when the game first

appeared in arcades, Pac-Man was a simple but maddeningly addictive, pill-munching puzzle game. 2001's PSone sequel Pac-Man World updated this simple formula to appeal to gamers more comfortable with 3D textured polygons. Now, in a bid to ride the wave of retro-gaming popularity, it's getting a sequence.

The plot of Pac-Man World 2, which sees our eponymous hero charged with retrieving golden fruit in a bid to stave off a great evil, is wafer thin. Production values though, are extremely high with some technically impressive cut-scenes introducing the action, and a well structured learning curve that gently introduces players to the subtleties of the control system. The game is an effective distillation of the uncomplicated dynamic of the original Pac-Man, but is now beginning to show a more complex side. Namoo aren't aiming for a blatant cash-in.

Pac-Man World 2 boasts a hub structure that will be familiar to anyone who's played almost any 3D platformer, with a series of levels branching off from Pac-Man's home village. Levels are a fairly standard blend of platforming staples, featuring deathly drops, roaming baddies and a host of collectables, such as power pellets, health wedges and tokens that can be used to unlock a comprehensive back catalogue of Pac-Man's arcade outlings (see Arcade Archive). Special pellets, activated by switches, make previously unreachable areas accessible, while crates house further power-ups and bonuses.

The sense of control is precise and there's a range of

necessary to take a run-up to muster the necessary momentum. manoeuvres – such as the butt-bounce and flying kick – to take out enemies. Underwater sections are also easily navigable, either by uncomplicated swimming controls or with the assistance of a lead pellet that enables Pac-Man to stomp along the bottom. The camera also behaves itself remarkably well – if it does play up, it can be corrected using the right analogue stick Lucky, that!

Now that games have got bigger, bolder and better, and now that PS2 is home to sophisticated, narrative-rich experiences such as MGS2 and Onlimusha, and authentic simulations like GT3, Pac-Man World 2 might seem like a bit of an anachronism. But while it's probably not going to win any awards for innovation, it remains true to the arcade spirit of the original Pac-Man and boasts the same universal appeal. By keeping things simple, and by combining ingenious level design with a fluid control mechanism, it has the potential to provide a decent alternative for those whove exhausted the likes of Jak and Daxter or Crash Bandicoot.

ON TARGET? PAC-MAN WORLD 2

Pac-Man World 2 is solid and satisfying rather than innovative and inspiring, but it's a competent title and a comprehensive archive.



FXTRAS

The arcade games

alone are worth the

price of purchase.





Cut-scenes and animation boast

impressive production values.

THE LOOK Intuitive camera and crisp graphics create a sense of character.

RETRO APPEAL
The unlockable extras
will appeal to any
nostalgia-head.

ARCADE ARCHIVE

Namco has kindly seen fit to include all of Pac-Man's former arcade outings.

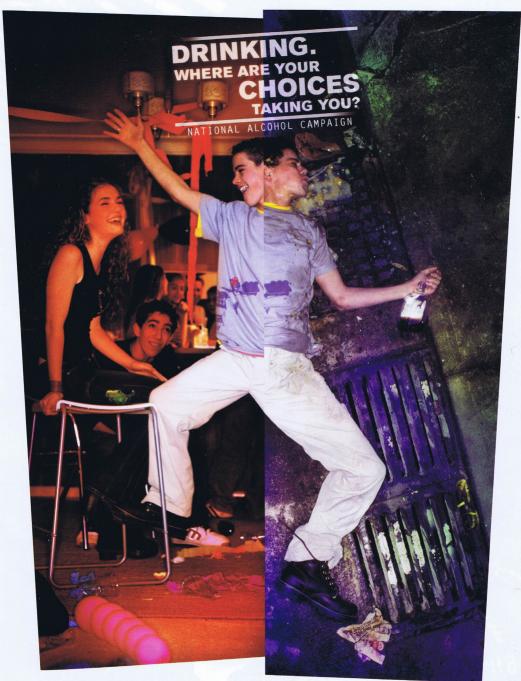


One of the game's strongest areas is its appeal to retro chic, but any videogaming dinosaurs who lament Pac-Man's transition to 30 need fear not, Proc-Man World 2 features an exhaustive selection of Pac-Man's 2D arcade games: Pac-Mon (1980); MS Pac-Mon (1981); Pac-Mon (

Since each game requires a certain amount of tokens to unlock, the Arcade mode provides further incentive to play through the main game. It's even possible to unlock Pac-Man soundtracks using the jukebox, or open up levels of the main game to be played as 2D puzzles.







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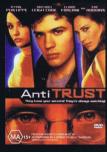








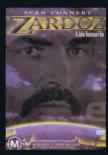








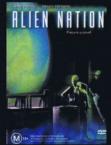


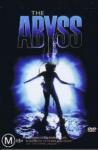












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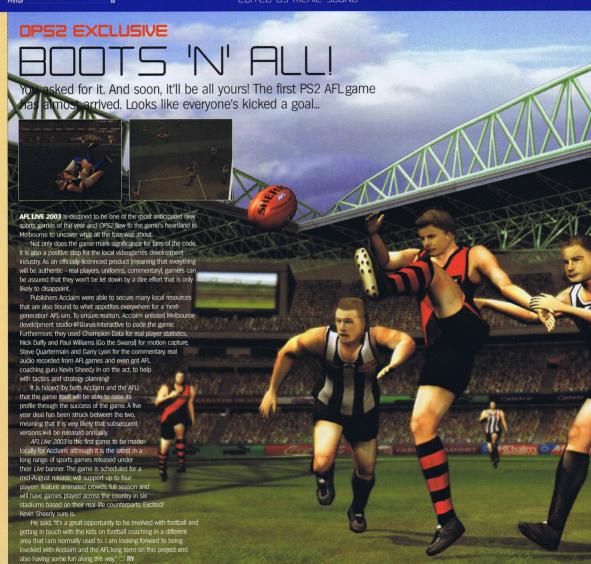
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HEADLINERS

AFL Live 2003
Tony Howk's Pro Skater 4
Ape Escape 2
TimeSplitters 2
X-Men Wolverine's Revenge
RTX Red Rock



EDITED BY RICHIE YOUNG













KEEP ON TRUCKIN

New tricks, new levels, new game! OPS2 takes an early look at Tony Hawk's Pro Skater 4.

Bob shows off his new board skills - and a new hat.

ACTIVISION HAS FINALLY given OPS2 our first tantalizing glimpse of Torny Howkis Pro Skotter 4. After stunning gamers with its first PS2 instalment last October – which was also one of the vanguard titles to feature a network play capability – Neversoft was clearly eager to demo a level of its new genre-leading skateboarding simulation.

genre-leading skateboarding simulation.
Nearly every aspect of Tony Howk's Pro
Skoter 3 has been dissected, amplified and
reassembled with a more organic feel. Now,
play begins in a kind of Freeskate mode, so
you can explore your environment, discover
the new ball animations or just skate around
without worrying about three limits or level
objectives. When you're ready to get down to
business, your level goals are obtained by
talking to any of the numerous NPCs (Non-Player Characters) who populate each
environment (similar to the haunted house
owner section in THPS35 suburbia level].
Only after accepting a particular challenge
does a timer appear to measure your
progress. And once you've completed your
goal, the game seamlessly reverts back to
game seamlessly reverts back to Freeskate mode

This may seem a small adjustment, but lits invaluable in creating the feeling that the world of THPS is alive. One challenge we witnessed had the player skating in a checkpoint race, warning your skater buddles at each location that a policeman was in hot pursuit. Others included doing half-pipe tricks for Steve Caballero as spectators called them out, collecting C-O-M-B-O letters in a single combo, and doing a grind-gap combo for a photographer. Feeding into this sensation are the levels, which are larger and more dynamic than ever. One of the areas we saw bore a college theme, which incorporated a grassy courtyard with four university buildings, a park with tennis and basketball courts, a stadium with parking garage, and a small network of streets, lined with shops and bustling with traffic. Neversoft hasn't confirmed how many levels will feature in THPS4 but we've already seen screens of a zoo level. Many objectives will after the physical landscape of the level, too. One challenge we saw involves rousing a sleeping

forklift driver. After you've woken him up, he places a new ramp that provides access to an additional area.

Some NPCs will even insert new geography for their particular challenge. In one section, we met Janie Thomas gave us a trick challenge. In order to do this, he adds a series of new ramps to the level. Beat Thomas's score and you gain the extra elements. You're then able to toggle these new additions on and off at will

new additions on and off at will.

These improvements even extend to the trick set, into which Neversoft has introduced a number of completely new ideas. One is the carplant, which enables the player to grind, ride or otherwise abuse any moving vehicles in the level. Another is the spine transfer, which basically enables a player who has been vaulted straight up into the air by one bowl to land in another bowl.

Neverend feedings the review all whether or

Neversoft declined to reveal whether or not THPS4 would include any online element but it would seem likely, seeing as the last instalment had the option for network play via a USB modern.

But Brown Bro









The turn-out at the Final Fantasy Anonymous meeting was poor

Civilisation threatened by rampaging monkeys? SCEI's Ape Escape is back.

MONKEYS, EH? Everyone loves the cheekiness of man's hairy precursors, which is why we've been beating our chests so wildly over news that Ape Escape 2 (Sarugetchu 2 in Japan) is on its way. The game is due to arrive on Japanese shelves this July the Aussie release is set for October - and will apparently feature a fully reworked control system. Given that the original made such innovative use of the Dual Shock's analogue sticks, we're expecting big things. Thankfully, the latest shots reveal a beautifully vibrant world, so at long last it looks like Jak And Daxter will have some competition in the free-roaming action/adventure stakes.

Unlike the red herring that was Ape Escape 2001, this will be a full sequel, packed to the rafters with new gameplay and new varieties of monkey,

including dancing simians and - wait for it monkeys with laser-guns. The game stars a ten-yearold (and, needless to say, spiky-haired) boy called Hiraku, the cousin of the original game's main character, Kakeru. It seems it's up to him to prevent escaped lab monkeys from taking over the world. Clearly keen to keep ape-lovers on his side, however, our star will also be able to call on a small monkey sidekick called Pipochu.

You can also look forward to a host of new monkey-snaring gadgets, fancy special moves and mini-game fun. Not that you care about any of that. right? The only thing that matters is it's got monkeys. Lots of 'em. Time to go ape.

* You can check out exclusive Ape Escape 2 footage on last month's demo DVD.





Martial arts maestro Jet Li carves them up in the sci-fi action thriller, The One. Exclusive DVD footage includes behind-the-scenes features on the amazing stunts, special effects, fight sequences plus much more. Miss out and you'll kick yourself! SO MUCH MORE







SPLITTERS

Free Radical Design's time-trotting aliens are back in *TimeSplitters 2*. New screenshots and info follow...

TIMESPLITTERS WAS SO RIDICULOUSLY frantic, you had to remind yourself to blink just to stop your eyeballs running down your cheeks. Thanks to its nitrous-injected gameplay, the original game built a reputation as one of the finest multiplayer games around and was arguably PS2's best launch title. Having checked out the latest playable code, it's clear that the first game

was just a warning shot.

Due for release in September,
TimeSpitters 2 places the same emphasis
on multiplayer camage. No surprise, really,
given the development team at Free Radical
Design includes alumni from Rares N64
classic, GoldenEye. So what's new? Well, now
you'll be able to play multiplayer games
without spitt-screen by way of an iLlink cable.
This will enable up to eight-player
deathmatches — if you can fit eight TVs, eight
FS2s and eight people into one room, that is.
The game is set across nine,

chronologically diverse episodes, including the Wild West. Visually, it retains the same highly stylised look of the first outing but, this time around, the sparsely textured maps have been replaced by huge, lushly-drawn environments, all featuring interactive elements and cheeky cinematic references. The characters also benefit from enhanced animation routines which result in much more impressive death sequences.

The excellent Mapmaker function returns, but now you can now create single-player levels, too. The Story mode in Timespitters 2 promises a much more involving adventure, with plot twists and shifting objectives adding intrigue to the usual sci-fi plots.

With buckets of new special effects, more ludicrously over-sized weapons and lashings of cartoon ultra-violence, all we need now are new bionic trigger fingers.

TC

*More on TimeSplitters 2 soon. Hopefully.

THE WATERBOYS

OPS2 goes hands-on with the latest aquatic extreme sports offerings.

SHAUN MURRAY'S PRO WAKEBOARDER

In conjunction with its new extreme sports label O2, Activision is set to develop *Shaun Murray's Pro Wakeboarder* alongside its other water-based title, *Kelly Slater's Pro Surfer.*

Wakeboarding – a mixture of all the wildest aspects of watersking, skateboarding and snowboarding – is a relatively new addition to the extreme sports line-up, and its current superstar, Shaun Murray, looks set to make a huge splash on PS2. The term wakeboarding comes from the athletes' tendency to hit the towboat's wash at full speed, whereupon they're launched into the air to perform a series of impressive aerial sturits.

Gameplay in Shoun Murray's Pro Wokeboarder is akin to that of Activision's popular extreme sports title Shoun Polmer's Pro Snowboarder. Both games offer a linear path through the courses, with the opportunity to pull tricks en route, although Pro Wokeboarder's milleu should allow more versatility.

And with its smooth controls and first-class water model, Shaun Murray's title could well improve on Activision's rather formulaic extreme sports offerings to date.

EB

KELLY SLATER'S PRO SURFER

Activision's upcoming 02-branded title, Kelly Slater's Pro Surfer, may be the first in history to accurately recreate the strangely Zen-like experience that is surfing.

Graphically, the game deftly balances assettlets with cutting-edge technology, featuring waves that not only obey the laws of physics, but look beautiful with it – particularly on the moonlit, night-surfing levels. This allure is further enhanced by Pro Surfer's living wave' system: each wave boasts at least 14 'action points', at which it will change in one of six randomly selected ways is welling or flattening out, for instancel. Each wave is guaranteed to offer a different ride, during which you can perform tube, air and face tricks. The player can also make use of the entire wave, for an added sense of freedom and realism.

Completing the experience is a stunning soundtrack which eschews the genre's standard alternative/punk playlist in favour of more spiritual, ethnic melodies. It's the perfect complement to the game's atmosphere and reinforces our prediction that it will out-ride all other PS2 surfing titles. □ EB

* Ask the O2 developers something! E-mail OPS2@@derwenthoward.com.au and we'll get 'em answered.













X-Men: Wolverine's Revenge heads-up Activision's latest Marvel licensed beat-'em-up.

WHILE SPIDER-MAN is the cinema's current superhero of choice, when it comes down to it, most of us would rather sport the powers of Canada's premier mutant, Wolverine. Wall-crawling and web-slinging might make running errands more interesting, but unbreakable bones, buge metal claws and the strength of ten men — now those are skills worth having.

Activision obviously thinks so and is finishing off a third-person beat-cm-up titled X-Men: Wolverlie's Revenge, based around the cult comic book hero's unusual talent for a berserker brawl. While the game is still a long way from release in the US, its basic form, which centres around fluid, close quarters combat, is already quite well-shaped. Wolverine wields a wide variety of cool move.

including a corkscrew flip which skewers one enemy and kicks another, and special talents like the ability to track a retreating foe.

In addition to a solid combat model, X-Men: WR looks to boast a decent plotline, written by one-time Wolverine comic scribe Larry Hama. Wolverine discovers that he is infected with a unique virus that will kill him within 48 hours so sets out to discover a cure and make somebody pay dearly. This quest will lead to the Weapon-X lab where he was created, and to arch-enemies Juggernaut, Sabretooth and Magneto. Lawful heroes like Beast, Colossus and Professor X are also scheduled to appear. X-cellent news!

EB

*X-Men: Wolverine's Revenge will be out early 2003.











Wolverine get to take on the likes of Juggernaut in, as these shots show, some natty threads.

Our hands-on play of Wolverine proves it's one of the coolest Marvel releases to date.







Meet, Eugene Zeno 'EZ' Wheeler, Radical Tactical Expert and boy band member.

SEEING RED

LucasArts takes you on a third-person adventure in a galaxy not very far away – it's RTX Red Rock.

CONTRARY TO POPULAR OPINION,

there's more to LucasArts than Star Wors. Not that much more, perhaps, but RTX Red Rock is one of a trio of new tiles to come from the California-based company. RTX stands for Radical Factic Expert, a futuristic lone-wolf operative with tech-assisted eyesight and a bionic arm that can act as a multi-purpose tool, a modular weapon, and, at a pinch, a spare bottle-opener. Red Rock refers to mankind's first colony on Mars, a fragile human outpost inconveniently besieged by a hostile alien invasion force called the LEDs. Put the two together and

you get a Swiss Army Knife cyborg vs an ET army, with fierce tactical combat and challenging puzzles.

Taking on the role of RTX-er Eugene Zeno EZ Wheeler, you'll use your wits, skills and mechanised forearm to combat the LED. threat. Wheeler's synthetic eye, meanwhile, has been designed to detect hidden enemies, traps and power-ups. To help with the game's more cerebral aspects, the hero also has access to an independent Removable Information System or IRIS. This portable computer (with female personality clicuit) can be

plugged into a wide array of electronic equipment, giving you the ability to hack into computers, control robots and drive abandoned Martian rovers.

Featuring high-resolution 3D environments, the single-player game takes you right across the surface of Mars on a mission to rescue a band of surviving colonists. In addition, RTX Red Rock will support a Two-player spill-screen mode for one-on-one battles, capture-the-flag play and vehicle racing Rock on!

BY RTX Red Rock is expected to stick to blaster.

in our faces this Spring.

PLAYSTATION.COM ROCKS ON

The latest on-line happenings with the au.playstation.com team.

THE LATEST exercise from the PlayStation.com team is a new 'broadband' area that they have created on Telstra.com, dedicated to nothing but streaming high quality video clips of the latest PS2 games! In fact, this month you can even check out a video interview with none other than the Editor of this very magazine (yeh, thanks. . – Ed). Be sure to have a broadband internet connection though, or else the videos may run a little sluggish! Also on the web site will be an absolutely massive *Tekken 4* blowout, featuring clips, wallpapers, and move lists! You won't want to play the game without seeing this first. Get over and check out the site now! NK





Sour Chews. Careful, they bite.



Get a hole lot more out of life."







PRIMAL INSTINCTS

Prepare to be transfixed by Studio Cambridge's stunning adventure Primal.

OPS2 HAS ENJOYED extensive hands-on play with Studio Cambridge's Primal and can confirm it as one of the most promising PS2 titles seen to date. First revealed in Spy, the game introduces feisty heroine Jen and her stumpy accomplice Scree in a fantasy adventure game brimming with new technology, stunning graphics and an involving story line.

Primal introduces a huge environment known as the Demon Realms of Oblivion. This is split into four areas, each with its own race of inhabitants, history, climate and terrain. Jen enters the Demon Realms in order to find her friend Lewis who has been dragged into the depths of Oblivion due to his having demon blood. As she enters the realms, Jen meets Scree, a "living" stone gargoyle who becomes her aide. Scree can climb walls and turn himself into a block of stone and players can switch and take control of either character at any point during the game.

When Jen is forced into combat with hostile creatures, she is able to power herself up with energy which Scree stores inside him. This is collected from power pods left around levels and from the bodies of defeated characters. These battle sequences have been heavily inspired by beat-em-ups like Soul Calibur and Tekken and the fighting style is suitably flamboyant and extravagant. In a combat-based section we plaved, we found the fighting satisfying, with

tightly animated combination attacks and gory, wicked finishing moves.

Primats biggest technological achievement is its use of 'dynamic loading', a technique which means levels flow seamlessly together with no loading times. While playing through the first level of the Primal demo, this was demonstrated as we approached a building which formed the entrance to a new section. Jen was able to just open the door and walk straight in with no pause for loading time (eradicating a problem still common in adventure games). In another scene. Jen walks into a lake and begins swimming. As she hits the water, a whole new game environment instantaneously opens up right beneath her.

When in a different Demon realm, Jen's body and features morph into that of the local race. This change will also affect the way she fights. For example, when she enters the underwater Aquis realm, Jen is able to breathe underwater and develops long tentacle-like arms which are good for long-range attacks.

Studio Cambridge is producing an original PS2 title that so far looks and plays as good as it sounds. From what we played, the development team seems to be cutting no corners in terms of visuals, sound, animation and overall ambition. It is possible that Primal could set new standards for game development; a good thing for PS2 owners everywhere.

GW











PSone Top 10

RANK	TITLE	CATEGORY	PUBLISHER
01	FIFA 2002 WORLD CUP	SPORTS	EA
02	HARRY POTTER	ADVENTURE	EA
03	TONY HAWK'S PRO SKATER 3	SPORTS	ACTIVISION
04	FINAL FANTASY ANTHOLOGY	RPG	SONY
05	FIFA 2002	SPORTS	EA
06	MONSTERS INC	ADVENTURE	SONY
07	WHO WANTS TO BE A MILLIONAIRE?	SPORTS	EIDOS
08	PETER PAN	ADVENTURE	SONY
09	FINAL FANTASY IX	RPG	SONY
10	TONY HAWK'S PRO SKATER 2	SPORTS	ACTIVISION

PS2 Top 10

RANK	TITLE	CATEGORY	PUBLISHER
01	MEDAL OF HONOR: FRONTLINE	FPS	EA
02	SPIDER-MAN: THE MOVIE	ACTION	ACTIVISION
03	FINAL FANTASY X	RPG	SONY
04	VAMPIRE NIGHT	SHOOTER	NAMCO
05	GTA 3	ADVENTURE	TAKE 2
06	FIFA 2002 WORLD CUP	SPORTS	EA
07	METAL GEAR SOLID 2	ACTION	KONAMI
08	CRASH BANDICOOT 5	PLATFORM	UNIVERSAL
09	F1 2002	RACING	EA
10	TIGER WOODS 2002	SPORTS	EA

PSAGE BEI EBSE SCHEDLILE

SEPTEMBER		
TITLE	CATEGORY	PUBLISHER
Celebrity Deathmatch	Action	Take 2
OCTOBER		
TITLE	CATEGORY	PUBLISHER
NBA Live 2003	Sports	EA
FIFA 2003	Sports	EA
Harry Potter: Chamber of Secrets	Adventure	EA
Dancing Stage Konamix	Dancing	Konami
Spec Ops: Airborne Commander	Flight	Take 2
Bear in the Big Blue House	Adventure	Ubi Soft

PS2 RELEASE SCHEDULE

SEPTEMBER			
TITLE	CATEGORY	PUBLISHER	
Iron Storm	Action	Take 2	
The Curse	Adventure	Take 2	
Project Zero	Action	Take 2	
Transworld Surfing	Extreme	Ozisoft	
Kelly Slater's Pro Surfer	Extreme	Activision	
Race of Champions	Racing	Activision	
X-Men Next Dimension	Action	Activision	
Street Hoops	Sports	Activision	
NHL 2003	Sports	EA	
SHOX	Sports	EA	
Rally 2002	Racing	EA	
Gladiator Wrestling	Sports	EA	
Need for Speed: Hot Pursuit 2	Racing	EA	
Madden 2003	Sports	EA	
Simpson's Skateboarding	Extreme	FOX	

PS2 RELEASE SCHEDULE CONT

Stuntman	Driving	Atari
H2Overdrive	Racing	Ubi Soft
Myst III	Action	Ubi Soft
UFC Throwdown	Fighting	Ubi Soft *
Donald Duck: Who is PK?	Platformer	Ubi Soft
Largo Winch	Action	Ubi Soft
Sum of All Fears	Action	Ubi Soft
Tom and Jerry: War of the Whiskers	Action	Ubi Soft
Tekken 4	Fighting	Namco
Taz Wanted	Platform	Infogrames
Battle Engine Aquila	Strategy	Infogrames
TimeSplitters 2	FPS	Eldos
Hitman 2	Action	Eldos
Colin McRae Rally 3	Rally-sim	Codemasters

OCTOBER

Terminator	Action	Infogrames
Sega Soccer Slam	Sport	Sega
Conflict Desert Storm	Shooter	Sci
FIFA 2003	Sports	EA
NBA Live 2003	Sports	EA
GTA: Vice City	Adventure	Take 2
The Lost	Adventure	Ubi Soft
Tom Clancy's Ghost Recon	Shooter	Ubi Soft

NOVEMBER

The Getaway	Action	Ozisoft
Delta Force: Land Warrior	Action	Novalogic
Bond 007 Nightfire	FPS	EA
Ty the Tasmanian Tiger	Platform	EA
Harry Potter: Chamber of Secrets	Action	EA
Lord of the Rings: The Two Towers	Adventure	EA
Star Wars: Bounty Hunter	Action	LucasArts
Aliens: Colonial Marines	Action	FOX
Dragon Ball Z Fighters	Action	Infogrames
Superman: Shadow of Apokolips	Adventure	Infogrames
Tomb Raider: Angel of Darkness	Adventure	Eidos
The Thing	Action	Universal
Scorpion King	Action	Universal
Spyro the Dragon	Platform	Universal
Jurassic Park Evolution	Action	Universal
Total Immersion Racing	Racing	Empire
Ghost Master	Action	Empire
Eggo Mania	Action	Kemco
Riding Spirits	Action	BAM
Turok Evolution	Shooter	Acclaim
Aggressive Inline	Sports	Acclaim
All Star Baseball 2003	Sports	Acclaim
Rayman: Hoodlum Havoc	Platform	Ubi Soft
ET: Return to the Green Planet	Adventure	Ubi Soft

QUARTER 04

Anutrant or		
Spyro: Enter the Dragonfly	Platform	Vivendi Universal
Alex Ferguson's Player Manager	Management	Ubi Soft
Ratchet & Clank	Platformer	Sony
Sly Raccoon	Platformer	Sony
Ape Escape 2	Platformer	Sony
The Getaway	Action	Sony
Primal	Adventure	Sony
Final Fantasy XI	RPG	Sony
F355 Challenge	Racing	Sega
Dead to Rights	Action	Namco
Ninja Assault	Action	Namco
Soul Calibur 2	Beat 'em up	Namco
Gladiator Wrestling	Fighting	EA
Midnight Club 2	Racing	Take 2
Celebrity Deathmatch	Action	Take 2

WORDS: GEORGE WALTER/PHOTOGRAPHY: NICK MOYLE

TARRNIE WILLIAMS

This is the man responsible for bringing WWII to life on PS2. We spoke to the Senior Producer at EA Los Angeles about his courageous ambitions for *Medal of Honor: Frontline*.

Curriculum Vitae

Name: Tarrnie Williams Job title: Senior Producer Date of birth: 22/07/69 Place of birth: Vancouver, Canada

Gameography.

1989. Distinctive Software
Mission impossible
1992 - 2000. Electronic
Arts Canada
Where In Time Is Cormen
Sandlego?. Need For
Speed, NBA Live '95,
NBA Live

Favourite film Directors: David Cronenberg, David Lynch, James Cameron, Luc Besson, Ridley Scott Favourite authors: Neal Stephenson, David Brin, Jack Chalker, Roger Zelazny, Robert Heinlein, Orson Scott Card. JRR Tolkien

mountain biking, Internet

surfing, reading, whiskey

Favourite music: K&D, Mozart, Bartok, Nine Inch Nails, PWEI, Holly Cole, KMFDM, Rise Robots Rise, William Orbit, Paul Oakenfold Favourite people to thank: The MOH Team and their very understanding and patient families. 0

As one of the top creative minds behind MOH: Frontline, Tarrnie Williams was charged with creating a WWII scenario that has had as much impact on the

gaming world as Saving Private Ryan had on the film world. And with that film's Director, Steven Spielberg on board, his task was a little easier. The finished product proves that a realistic WWII game is possible. It's an experience that soldiers who actually fought in the battle believe to be thrilling in both Its intensity and loyalty to the cause. OPS2 met WIIIIams two months before the release of MOH: Frontline to find out how he felt the game's development had gone.

How did you originally get involved with the Medal of Honor games?

I've been involved for about a year. I came in part way through the production of MOH: Frontiline. Prior to that I was on NBA Live, Need For Speed and Kessen. The Executive Producer Rick Giolito knew they were a bit behind and called me in to see what I could do.

The MOH series has developed a passionate following. Why do you think it's struck such a chord with the public?

World War II is a central part of history that most people have grown up with in one way or another. It's very easy for people to get into, as they can picture their grandfathers or other relatives they know who've fought in these kind of wars. It's more emotionally involving because it's real, because we're representing events that actually did happen, in battles that did occur.

The first mission is really quite harrowing. Do you feel you have a responsibility to teach people about WWII as well as entertain them?

Definitely. One of the main themes we're pushing is that the game is a World War II product. We have a quality level that we need to achieve in order to get people completely immersed in the experience. We want it to be as acceptable as possible – we wouldn't call it accurate but we would call it authentic. People have criticised us for not having much blood in the product, but we felt that if we pandered to the audiences and upped the gore factor, we'd lose a sense of what we were

Have you had any feedback from genuine veterans?

Some said that the feelings the scenes evoke are pretty intense. Scott Langteau (Producer) received a number of letters from veterans, talking about their experiences. The team is excited about being able to bring those experiences forward to a new generation, doing it in a different way. Movies can tell a story but the viewer is always the third party—with games you actually get to be the protagonist and thus become more involved.

Steven Spielberg has had an influence in the previous *MOH* games. Did he have any involvement in *Frontline*?

He had some input at the beginning – less so than in the previous two games. But he's always around and often drops by, gets a build of the game to give feedback and then gets

"It's emotionally involving because it's real. We're representing events and battles that actually happened"

his son Max in to give thoughts.

We recognise Temple of Doom's runaway minecart...

It's nice, but that's not actually his influence!

Did members of the development team visit any locations in preparation ?

Our Art Director Dmitri Ellingson and his team travelled through Europe and took photographic records. They were looking for textures and getting a sense of what the atmosphere was like. You can only get the feeling and smell of the place and the taste of the air – all of those things that are hard to put into a videogame – if you've actually been there yourself.

How are the enemy troops smarter in MOH: Frontline?

We have enemies with different aggression levels. You can come up against a group of Germans and some of them will rush forward to grab cover positions, while others will blend into the side and head back to the

MOH has every intention to battle on a lot further.

rear. The soldiers ambush, guard machine gun nests and work together as a team. If you shoot the gunner another soldier will take over. Sometimes, when you've got the two forces facing off, you can just sit and watch them lob their grenades. The other side will then pick them up and throw them back.

What's your favourite level or mission?

I would say my favourite level is Destroyed Arnheim – you flight alongside British troops to destroy the centre of Arnheim. The music for that level is a very sad piece and you get a sense of just how devastating war can be. You can see all the buildings that used to be the town centre, and the walls of the people's homes are caved in. It's very polgnant and intense.

Frontline introduced us to Private Barnes. Is he being groomed for greater things in more MOH games?

I can't really say in terms of detail. One of the things we definitely want to do with the series is continue to add more characters to interact with and we are currently talking about adding more emotional involvement and content. Something we really strive for is to have a story where the player becomes as emotionally involved as possible. As we move forward, the products that we'll be working on will hopefully create even more of a feeling of being immersed. World War II is really about ground level combat – you go out there and converse with the people you're fighting with. We will continue to introduce new characters and have them weave in and out of the story line.

How many more *Medal of Honor* games do you envisage?

There's an awful lot of material to work from in World War II. I don't know if there's even a limit on what we could do there. I'm focusing on it in different ways. I'm looking at it from the whole of World War II where there are many different theatres of operation, an awful lot of different battles.

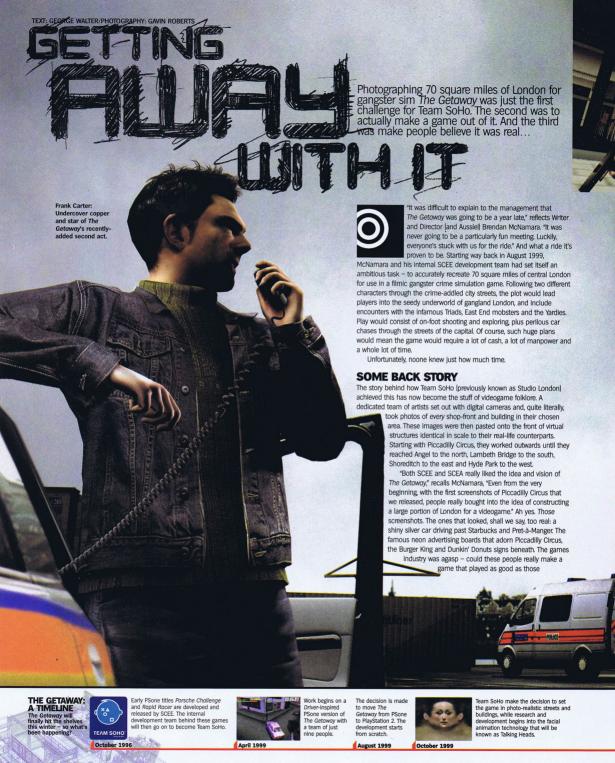
Are there any online considerations for future games?

No, not officially. It is something that we would be interested in though. I know as a gamer I'd love to be able to play online and when I look at it that way, I think it would be cool to incorporate an online team-based element.

Are you working on any other Medal of Honor games at the moment?

Well, I can't really go into any great detail about that right now. But it would be safe to say that we are... \Box









Anna Edwards (Yasmin) and Don Kembry (Mark Hammond) are cast as voice actors.



The first screenshots of the game are released, showing a photo-realistic car driving around an accurately realised London street. Jaws drop. Cynicism begins.

undergoes a rewrite and leveldevelopment takes place.

May 2000



A 70-page screenplay is penned by Brendan McNamara and Katie Ellwood. More characters are cast. A new motion-capture experiment puts multiple actors in any one scene. The system uses magnetic fields, rather than the more traditional light sensors, to make the process more flexible.

PlayStation.2 :: 037

August 2000



the cut-scenes were acted out by real actors and if you drive over Waterloo Bridge you can see the London Eye exactly where it should be? Is The Getaway a case of style over substance? More importantly, are you still wondering whether the screenshots on this page are real?

CRUISING THE CITY STREETS

Happily, OPS2 can confirm that those images are the real deal. Sitting with Chun Wah Kong, The Getaway's Lead Designer, we watch as he loads up the game. The opening cutscene begins. Two gangsters are sat in a car, bantering about their latest criminal assignment. The pair's job is to kidnap the child of Mark Hammond, an ex-gangster trying to go straight. The action then cuts to Mark's wife Susie Hammond and their son as the two gangsters accost them, claiming to be detectives. Realising their scam, Susie tries to grab her son and a shot rings out. Susie is wounded and the gangsters flee with the boy. Mark appears on the scene just in time to witness his son being driven off and his wife lying bleeding on

From here, the player is instantly thrown into a cross-London chase to the gangsters' warehouse hideout south of the river. Following a direction cursor, we make our way across Waterloo Bridge and take a hard left along the south bank of the Thames. Wah Kong asks how we're finding the handling. "A bit sensitive," is the answer, as we bounce our car off walls, lamp posts and oncoming traffic.

For gamers used to the more forgiving driving experience of GTA3, The Getaway does take getting used to. At one point, the car flips over after a nasty collision. "That's it," says Wah Kong, "You'll have to start again." In this level and in this game, you don't get a second chance. As we eventually master the controls, other subtleties outside the car pull you into The Getaway's gameworld. Pedestrians are localised, for example, Drive through Chinatown and most people sport Oriental features, for instance. Even the type of vehicles reflect your current position. Cruise through Mayfair and you'll pass Bentleys and Mercs; drive through East London and Capris and Cortinas are the order of the day. In total, 65 licensed vehicle feature, among them a double-decker bus and a forklift truck.

On reaching the warehouse, Mark leaves the car - and we take control of him in third-person view and enter the building. Impressively, going through the door cues no loading screen - we just walk straight



OPS2 reports for the first time on The Getaway Javier Carrion, a Programmer on the game, is featured talking about the high level of detail being used for the cars and their physics. Again, our supplied screenshots look highly impressive. Again, are they real?

Mark's nemesis: Mr Charlie Jolson



Sam Coates, Lead Artist, reveals the processes behind Team SoHo's diligent mapping of 20 square miles of central London in a presentation called 'London Wasn't Built in A Day: Content Acquisition For Levels in *The Getowoy*, Emphasis is now placed on the fact that 40 per cent of the gameplay will take place out of the car. Coates notes that pressure is high for his team to create a 'flagship PS2 title.' Brendan McNamara and his team are given a further year to complete The Getaway.

March 2001

October 2001



in... and promptly get shot. "Gamers will have to think about this game differently to what they're used to," laughs Wah Kong, "You can't just walk in, guns blazing. You need to think how you'd do it for real." Trying again, we use a combination of controls to tentatively check round the corner, before jumping out and blowing away the first of the gangsters. It soon becomes apparent such stealthler tactics are essential to stay alive.

We take another hit and Mark begins to stagger. Part of his suit turns red as blood oozes from a wound. Aiming now gets tougher as the injury saps Mark's strength. "We don't use health bars," says Wah Kong, "It helps people forget they're in a game." The Interior of the warehouse looks and feels authentic, with 'real' products stacked on pallets. Famous beer labels nestle alongside well-known cigarette logos. It's indicative of the detail Team SoHo has gone to and, incredibly, Wah Kong hopes to make this background furniture destructible for the finished game.

After dispatching all the gangsters, you reach the office of East End gang boss Charlie Jolson. As a cut-scene plays out, we learn that Jolson is using Mark's son as a hostage in order to blackmall Mark into doing a series of jobs. In the finished game, these will total 12 missions. A further 12 will follow, playing from the perspective of policeman Frank Carter. The first of these is potentially suicidal; do a hit against some of Mark's former gang members in a restaurant in Chinatown. For once, cut-scenes are well-scripted, and never sound forced. The facial expressions add to the effect, as does the tight lip-synching, courtesy of the Talking Heads technology designed by the games Lead Animator, Gavin Moore.

Starting the game's first mission, and now a little more au fait with the controls, we take the opportunity to do some sightseeing - driving up the wrong side of Regent Street and donutting into Oxford Street, before

taking the pavement route into the heart of Soho. "We're including a Tourist mode in the finished game," reveals Wah Kong, "You'll be able to take pictures of the landmarks." The team has also added a special Taxi Driver mode. Pick up tourists, and in an inspired twist, take the unknowing passengers on the longest route between two destinations.

PASSION AND COMMITMENT

Three years in development, a year overdue and little or no information filtering out about the game's progress has left much of the gaming press sceptical about The Getaway. But McNamara remains positive, "There aren't any games on Xbox that look as good or feel as big as The Getaway on PS2. There aren't any other games that have a story that actually means anything. That's probably why the game's taken so long."

And from a technical perspective, the opportunities for expanding The Getaway are numerous. "We have this huge digital asset," McNamara points out, "We've spent two years building technology and another year working on the gameplay," he says. "We're now making another game using the same tools we developed The Getaway with. It's actually more of a prequel than a

McNamara passion for the game is self-evident. "I'm very proud of the team for talking and working for three years," he concedes. "They could have bottled it many times or the management could have said, 'Enough's enough.' Now the game's finally close to coming out and I think it lives up to something like 80 percent of our original vision." McNamara pauses. "Mind you, I don't think

Mark Hammond: He just couldn't go straight...



OPS2 covers on The Getaway - and those screenshots were real! We visit Team SoHo to see the game running. No out-of-car action yet but we watch a selection of vehicles career around a photo-realistic London



resident of SCEE, Chris Deering, tells OPS2, "The Getaway could have been on the market now, but so many ideas have come along that will make it even better. It'll definitely be out way before next year.



April 2002

OPS2 visits the renamed Team SoHo and actually plays The Getaway. The public will get to play it this winter.



Devil May Cry 2



Just one example of the new uglies Dante has to take out in DMC2.

Having seen off the forces of darkness in the original *Devil May Cry*, the most bad-ass action videogame hero ever is about to embark on an even more epic adventure. Half-

demon, half-human private investigator Dante is back – and thanks to ten months of intense development from a brand new team he'll be back with bigger guns, cooler looks, a whole host of new moves and the small matter of a new partner with whom to merrily ralse hell once again.

As the sequel to one of PlayStation 2's best games to date, Devil May Cry 2 has the enviable task of pushing the system to its limits once again. OPS2 tracked down game Producer Tsuyoshi Tanaka to Capcom's Osaka offices for the low-down on one of the PS2's most anticipated sequels. The stage is set for Devil May Cry 2. Verily, it is time to rock.

IN THE BEGINNING

Our adventure begins back in the summer of 2001, when Capcom first started development on Devil May Cry 2. Intriguingly, original creator Mikami has bequeathed development of the sequel to Tanaka and an all-new team. "No team member worked on the original," confirms Tanaka. He assures us, however, that the game is in more than competent hands – this is no rehash of the first (or a superficial polish of DMC's engine) but the new team is in constant touch with the first DMC crew. "We are communicating daily with the original team to share the world settings and their development process," asserts Tanaka.

According to the Producer, the original DMC team was just finishing its work when DMC2 was started. Sadly, if understandably, Capcom is keeping quiet on what project the original DMC team is beavering away on right now. However, Tanaka can reveal that DMC2 is set to be released this winter, although he can't confirm whether that's worldwide or just Japan.

THE CITY OF THE DAMNED

So what's the game about? Much of Dante's new quest is still shrouded in mystery, but from the details Tanaka does reveal, it's more than enough to get us excited about the possibilities. "The game's story line has been built from scratch, of course. This time, a whole city is your playground. You will have a much broader area to explore." So far, the game area is divided into two zones: the lower city and the upper city.

He'll be back with bigger guns, cooler looks, a host of new moves and the small matter of a new partner

According to Tanaka, the former "looks like an old European town," with the upper city featuring massive skyscrapers and ruins. Tanaka's team is aiming for much more variety in the stage design overall as opposed to the somewhat enclosed environs of the first game. So don't expect empty streets and alleyways; this town is going to be alive.

According to Capcom, the ruler of the city will be Dante's chief nemesis in Devil May Cry 2, but his master plan – and full identity – will remain a secret for the time being. This character is aiming to revive the demons once again," is all Tanaka will reveal at present. With the bigger game world comes a bigger adventure, too. "You will surely need more time to complete the game than you did for the original," assures the Producer. Great news for all those who felt that Dante's first outing was a tad on the short side and proof of the seriousness with which the new team has taken to its hellish task.

Resident overlord of Devil May Cry, Shinji Mikami.

DEVIL MAY CRY:
AN INTRODUCTION
The original DevIl May Cry was
massive but with an ever-growing
number of new PS2 owners... that
means not everyone knows what
write a five-point guide on the
basics of the garnet
And so we did

- ☐ Announced by Capcom (developer/publisher of Mega Man, Street Fighter and most importantly, Resident Evill back in November 2000, Devil May Cry was the first PlayStation 2 game from legendary (and extremely cool) Japanese game creator Shinji Mikami.
- □ The game originally started life as Resident EVI 4 (see Resident DipEVII), but ended up as something completely different a 'gothic horror' adventure that married the tension of the Resi series with a more Hollywood, From Dusk Till Dawn-style action.
- In the game revolved around hemo Dante, a private investigator of the supernatural who is forced to save the world from the evil Mundus. The last person to take on Mundus was the legendary Sparda Dante's father and the reason why our hero is special. See, Dante's mum might be human but his old man was all demon and that's why Dante has demonic powers, supernatural strength and speed, plus the ability to attract trouble like an English football supporter.
- □ And off Dante went, accompanied by the mysterious Trish and some amazing weapons and mowes, into a stylish, good-looking, tongue-in-cheek actionfest of a videogame that involved architecture the design of Mundus' castle was inspired by bonkers Spanish architect, Gaulil, revenge [Dante's folks met their deaths at Mundus' hand and some surprisingly varied gameplay. At one point, the game heads off lint on underwater first-person harpoon shooter level, plus there's a mad bi-plane bit.
- □ Yes, DMC was a little bit short, the dialogue was a touch on the corny side and the camera angles often took a turn for the annoying but it was a genuine PS2 blockbuster and is still one of the best-looking games out there. As we previously said in our review at the time, "survival horor has a new daddy." And to think they originally wanted to call it Devill May Core.



Devil May Cry 2

"THEY SHOULD HAVE DANTE DRESSED IN BLACK LEATHER..."
What do fans of the original Devil May Cry want in the new game?

So, Dante's gonna get new weapons, a new partner, a new city to run about in and a new set of togs – but what else? Tanaka isn't talking just yet so we headed to the spooky forums of Survival Horror Info (www.survivalhorroc.info) and asked the most devoted disciples of the devilish Dante what they wanted to see in the new same.

"Capcom should give us PAL gamers a decent full screen/60hz option."

"I think it's best for everyone if Trish doesn't return. I mean she looked like Dante's nother, and it certainly looks like he had the hots for her!" "Lozoril" (Craig Gilmore)

"Devil May Cry 2 should feature characters we can play in different modes – like Sparda." "Danteair! (Jesse C)

"DMC2 should have several mission goals. This would add to the replay value. You could have 'orb collecting challenge', 'speed challenge' etc." Som Ant Smith

"I would like a Street Fighteresque battle system incorporated in parts of DMC2, like where Dante comes up close and personal with a boss and the camera swoops to a side view of both as they engage in hand-to-hand combat – but in 3D of course! No 2D bollocks!"

"In DMC2, I'd like for Dante to get out more as opposed to him staying inside a castle all day long. It gets boring after a while. Have him crash up the nightclubs or some other 'stylish' place. Get him out! He needs some sun. At least his hair does, anyway..."
"Pontepit! Eless C!

"I'd love to see Dante wielding two swords in DMC2. Maybe some more custom weapons, like guns strapped to his arms, or a grappling hook, to save time on long vertical jumps."

"This time, give Dante alternate clothes. Have him dressed in back leather or better yet, a bear suit! At least to compete with the Panda one seen in Onimusha! Yeah!" 'Danteair' 'Liesse C!

"DMC2 should have a separate story and not feature the enemies from the first game... again, like in Resident Evil 2." Sam Ant Smith

*Big ups to head demon Sam Ant Smith and all the electric dwellers of Survival Horror Info, the best darned spooky games site in this world (and quite possibly the next). Go visit, if you dare.



Dante dishes out justice with gun and sword (pictured) but expect all-new weapons in the finished game. Probably the biggest addition to the sequel so far is a new playable character, who'll have her own gameplay style and a story line that develops separately from Dante's – Imagine an expanded take on Leon and Claire's scenarios in the PSone's Resident Evil 2. Capcom Isn't making the new character's Identity public yet, but would divulge that she's a "new heroine," leading OPS2 to believe that Dante's business partner Titish is sitting this one out.

In addition, Tanaka says we can expect at least a couple of main, non-playable characters to make an appearance, though they definitely

He's a leaner, meaner Dante, who has ditched his goth trenchcoat in favour of a more streamlined get-up

won't fight alongside Dante á la *Onimusha 2.* "Devil May Cry is supposed to be a 'stylish' action game which requires you to hone your skills so you feel like a cool guy," he says. "You can't be helped by somebody." Fair point.

IF LOOKS COULD KILL

With the new development team comes a whole new look for our hero. This time out, he's a leaner, meaner Dante, who has ditched his velvet goth trenchcoat in favour of a more streamlined get-up. But Dante's fashion sense isn't the only thing that's changed. For starters, this game's atmosphere's not going to be quite as gloomy. "In the original DMC, there were quite a few dark areas," explains Tanaka. "This time, we are trying to make sure players can easily recognise the player character, enemies and Items during the game. You will find Devil May Cry 2 enjoyable even if you are just moving around in the game world – it is visually stunning."

Dante and his foes are also going to sport better animation – including Dante's new coat blowing in the wind – and Capcom is promising significant enhancements.

"Backgrounds, character graphics, visual effects, player and enemy animation have all been improved," continues Tanaka. "We are creating the ultimate supreme action game which has been improved in every possible way over the original including gameplay, visuals, presentation and sound, yet succeeding in the original's concept of a 'stylish' game."

A random thought occurs. In the original game, Dante was shown as a fan of motorbikes. Given the game's penchant for branching off into other game genres (remember the underwater first-person shooter level or the Panzer Dragoon bit at the end?) could Dante actually ride one in Devil May Cry 2? Even better, could he ride one as part of the game á la Jack Wade in Sega's PS2 Syphon Filter clone, Headhunter?

"It is still under consideration," admits Tanaka, enticingly. "We agree that Dante would look very cool fighting on a motorcycle!" Strewth!

NEW GAMEPLAY, NEW DANGER

"You will see a renewed Dante who is full of bad-ass attitude," ensures an excited Tanaka. "We expect gamers all over the world to challenge this cool new game with their even cooler techniques controlling this renewed Dante character."

What techniques is Tanaka talking of? The Producer and his comrades are keeping the new abilities under wraps, though, revealing only that we can expect Dante to have more than just a





couple – and that they'll have us just as gobsmacked as the first time we saw him 'juggle' bad guys with the bullets from his twin Ebony and Ivory guns. 'Dante will have some new abilities and the game system will be modified around these."

Tanaka does reveal that Dante's demon form will be "more flerce and more flashy" this time out, and that the game system will be tailored to suit this, so expect much more than a mere cosmetic tweak.

"We won't make too many changes to the combat system," he continues. "However, we will tweak the camera placement to make the gameplay even more stress-free. You will be able to control Dante as you wish and will be able to execute his moves exactly as you want."

Again, good news and proof of the new team's intent to eradicate the few things - the glitchy camera, the iffy game length - that marred the original game. But enough of the past, what about the oh-so-cool arsenal? "There will, of course, be new weapons, plus a couple will be there from the original," according to Tanaka. "These new weapons will add a new dimension to the gameplay," he adds mysteriously. Using more than two weapons simultaneously (beyond Dante's trademark Ebony and Ivory pistols) is still under consideration, although, as Tanaka reveals: "Depending on which weapon you use, you will be able to attack more than two enemies at once this time around." The team also plans to let players switch weapons on the fly, without the pace-deadening use of a sub-menu as in the first game

Will the orb system used to open doors and purchase items in the original Devil May Ary game return? We haven't determined that yet," admits Tanaka. "Even if we do decide to incorporate the same feature, we will do so in such a way that it won't hurt the game's core elements of style and 'action'. We consider this

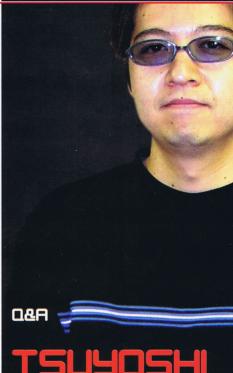
to be an action game rather than a puzzlesolving game. *Devil May Cry* is all about enjoying action!"

The game's skyscrapers and buildings aren't just pretty backdrops either – Dante will actually be able to flight on top of them, although whether he'll get to explore any of them remains secret (we'd have to guess that you will!). Also, given Dante's 'super jump' abilities of the first game, we can only hope that DMC2 has him actually leaping from rooftop to rooftop, maybe introducing a more platformy slant to the gameplay. Can we expect more new gameplay styles, too? "We are considering all kinds of cool ideas to make this game even more stylish. All we can say for now is that you won't be disappointed. Stay tuned!"

THE BEST IS YET TO COME

At its world premiere at E3, Devil May Cry 2 is only about 30 percent complete, but, as you can see, it's already looking incredible. It's a bigger adventure in every conceivable way—and who knows, maybe this time we will actually get to see our devilish friend cry. One thing's for sure: If it all comes together as Tanaka-san plans, action gamers won't be the ones shedding tears this winter.





TSUYUSHI TANAKA

Devil May Cry 2's producer on monkeydemons, mid-air flips and being wild at heart.



Devil May Cry has been hugely popular in Japan and overseas. What comments did you receive from the players, and were any of these helpful when it came to designing the sequel?

The bottom line was that the team wanted to create a cool character and game, and the response has been positive. I read all the 6,000 comment cards sent in by players. They were pretty general, but it was worth it so we could check whether the coolness concept was on the right track. Some said that it was too difficult or easy to play, but, as far as the atmosphere goes, it was on the mark. Our job is to create a game that will satisfy and exceed the expectations of gamers and we're just following what we believe in.

You're a member of the new team developing the sequel. What games have you and the others worked on in the past?

it's a broad mix. Some of them have been involved with things like fighting games. I'm the new guy here. I joined Capcom in April last year and I used to be a Magazine Editor. As you know, development has shifted from Production Studio 4 [Shinji Mikami's team] to Production Studio 1 [headed by Auto Modellistris Noritaka Funamizu]. The team used to create arcade titles and they're really confident with the sequel because they have such a long

Devil May Cry 2



RESIDENT (D)EVIL This could have been a different game with Raccoon City's Leon and Claire rather than Dante...

it's hard to imagine Dante trailing his foppish velvet trench coat in a puddle of zomble brains, but that could easily have been the case if DMC creator Shinji Mikami had got

nis Way;
Before Devil May Crys debut
in 2000, the game started
development back in 1999 as
Resident Evil 4. Gapcom's longrunning survival horor series had
debuted on PSone and, under
Mikami-sans watchful eye, had
Mikami-sans watchful eye, had
hid had beginned to the control of the
older PlayStation audience. Now
consider the PS2's capabilities and
a similarly film-friendly, mature
gaming audience, and it's no
surprise that Mikami's quest to
reinvent Resident Evil for PS2 started
to look something like Devil May City
– a horrlife, but far more accessible
game that the puzzle-based
atmospherics that so define Resi.

A year in development later and the game had moved so far away from the Real template that Mikami and his team decided to transform their project lock, stock and two smoking, 45s into Devil May Crynew gameplay, new characters, new setting, No zombles. Just

marionettes and giant scissors. So what happened to the plot, characters and indeed game that was to have been Resident Full 4 on PlayStation 2? Well, the last Resignanes to appear on PS2 were an enhanced port of Code: Veronica from the Dreamcast and the lacklustre gun game Resident Evil Survivor 2 and now that Resident Evil Survivor 2 and now that Resident Evil Mas surprisingly been signed to Nintendo's GameCube, it looks like well never know – unless the forthcoming Resident Evil Zero for GameCube is that game. Sadly, an exclusivity deal means PS2 owners will never get to play it.

However, as regular readers of Spy will know, Mikami's original survival horror series is on its way back to PS2 - and it's coming online. Announced last March Resident Full Online is coming to PS2 soon, with a promo trailer showing all-new characters running around a recognisable Raccoon City What will it be like? A minimum of visuals means a minimum of details but speaking to OPS2 back in February 2001, Mikami mused "[Online horror games] would have much more freedom. Let's say several people join a game. Some may be skilled, some not, but the nattern will always be different. That's the kind of world I want to provide. It'd be great to incorporate a headset so you can call for backup - and also hear other players' screams when they die! Players might also lie, calling for help when they're actually okay. They could trap others that come along, letting

them take care of the problem!"

And until then? Until then we'll have to 'suffer' the escapades of Dante, his mysterious new partner and some of the most frenetic gameplay ever to grace a console.



And cue a
Matrix-style leap
to the next
building...
vertigo sufferers
need not apply

⊕ heritage, know-how and experience with action games.
 We're also getting some assistance from Mikami-san's staff, who were in charge of the event scenes and the backgrounds. They're not directly working with us, but we communicate with them regularly, and they supplied a lot of data and information about the original game.

How has the experience been for you?

It doesn't feel that much different. Several people and companies are involved in putting together a magazine – there's the printers, writers, photographers and graphic designers, and so on, and the Editor coordinates all these people. Working in game development, there's programmers, designers and planners, and so on, instead. I have to create a good working environment that stimulates the team members and coordinate the group. In that respect, it's

"I read all 6,000 comment cards sent in by players. It was worth it to check whether the coolness concept was on the right track"

similar - although, of course, the work itself is different.

In the past, we've heard about *Resident Evil* sequel scenarios that have been scrapped. Can you elaborate more on *Devil May Cry 2*'s plot and its planning?

The basic story was established pretty quickly this time, but we're still working on the finer details, like Dante's dialogue. I can't go into specifics yet, but the boss will be different. Dante's appearance has changed, too. We don't know if he's older, but he's certainly more experienced and tougher. He looks more mature and not so much of a smart-ass, but he's still wild at heart. The story is totally different, but relates to the original in that it involves some of Sparda's back story.

What was the inspiration for DMC2's demons?

We want a mixture of Western and Eastern-looking demons. At first glance, they may seem Western-style, but if you look closer they're a unique blend. That's the concept we're after. We're still working on them, so they're not finalised yet. At the moment, though, there are demons that are monkey-like and eagle-like. We'll have the different classes of demons, as in DMC plus other individual ones for more variation.

So is the new boss a demon living among humans in disguise, or is he a human trying to summon the demons with black magic?

That's a really good question. Actually, your remark is pretty close – so no comment!

The work of architect Antonio Gaudi was a big influence on *DMC*'s castle. Were there architects or buildings that influenced the sequel's environments?

We're not looking into a particular architect's work this time. The game is set in a city and we don't want to make any obvious references to a specific place. We've been using various architecture books and magazines for inspiration.

Mikami said that creating DMC's 3D engine was difficult. How was the R&D experience this time?

We originally thought we'd use the 3D engine from Mikamisan's team, but in the end it was only used for reference, because the programmers preferred to create their own. One challenge right now is with the resolution: we want it to be double that of the first game. But this uses more processing power and causes slowdown, which I want to avoid because the pace of the gameplay needs to be maintained. The number of polygons usable is affected. It's an issue of balancing these to achieve the effect I want.

Combat is the focus of DMC. How are you creating new and better fighting moves?

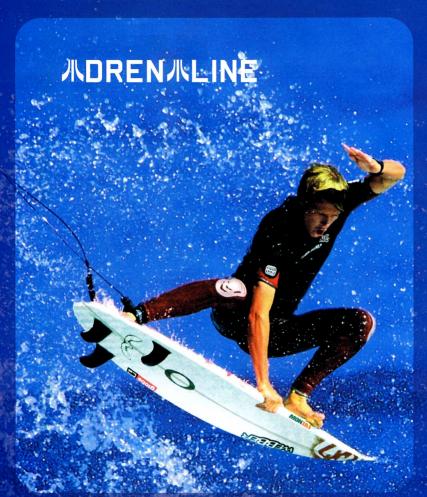
One of the game's new features is that Dante can now run along walls while shooting, then leap off and do a flip in mid-air. It's not just something you see in a cut-scene – even I can execute the move while playing it. My goal is to include as many new features as I can, but it all depends on the development schedule.

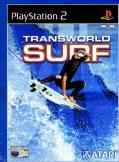
You've mentioned that there will be a new playable female heroine. Can you elaborate more about her and how the gameplay experience with her will be different to Dante?

I can't mention her name. It's not fixed yet, but – who knows? – It could be Trish. She'll have different weapons and fighting styles, and her scenario will also be slightly different. Some stages are played as her and Dante, but there are some unique areas dedicated just to her.

What kinds of new weapons will Dante be able to use to attack multiple enemies?

I can't get into specifics yet. The game is still only 30 percent complete, after all. It may be that he could hold a different weapon in each hand – like a pistol and a machine gun, for example – but it's going to take more time to finalise. First, I need to see how the action looks and what it feels like, in terms of whether it's cool or not, how the







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PlayStation.2





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PlayStation 2

» REVIEWS

Reviews Charter

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REVIEW RATINGS

HERE'S WHAT OUR REVIEW SCORES STAND FOR:

forever

79/17 A truly astonishing game. If you have a PlayStation 2, you need this now

08/10 Highly recommended Good, solid fare that's definitely well 07/10

worth a look 05/10 Better than average, and ideal for

hardcore fans of the genre 05/10 An average game

Poor, but still with the odd moment 04/10

Extremely disappointing

To be avoided 02/10 21/12 Beer mat

THE OPS2 AWARDS

We don't hand out high scores for nothing so when you see one of these, you'll know it's a sign

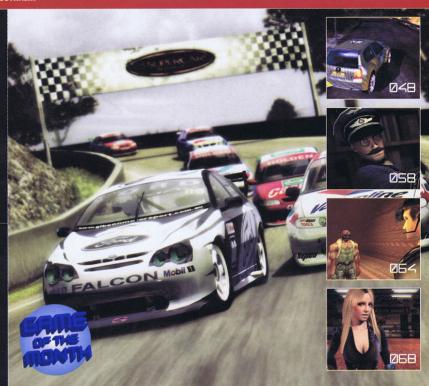






DVD RELEASES

Black Hawk Down/ The Great Escape/ The Fugitive/ Ali/ Evil Dead/ The Lost World



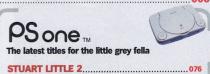
V8 SUPERCARS

Aussie gamers have been waiting for seemingly a lifetime. It's been worth it.

V-RALLY 3	048
Will the first V-Rally game on the PS2 be able to up the ante on its predecessors? Find out here!	
PRISONER OF WAR	058
Prepare for a slice of WWII action as you try and outwit Fritz!	
F1 2002	063
Another year, another Formula One game. Will EA's latest be the only one to buy this season?	
SOLDIER OF FORTUNE: GOLD EDITION	064
DAVID BECKHAM SOCCER	067

BRITNEY'S DANCE BEAT	
EVERBLUE	070
RALLY CHAMPIONSHIP	071
FIREBLADE	072
ANTZ EXTREME RACING	073
MEN IN BLACK 2	074
TOP ANGLER & IRON ACES	075

SLAM TENNIS076





V-RALLY 3

Rally games are 'v' popular right now. Does V-Rally 3 have the grit to give you the best time?







V-Rally 3 is all about creating the ultimate rally experience, not chasing licences. Play it and you'll understand.

Racing against the clock rapidly cranks up the tension.



BUMP AND GRIND

What's the damage? That depends on you.

One of the most remarkable features of V-Raily 3 is the way cars show damage not just externally, but also internally which can severely affect the handling. Smashing the headlights or losing the rear bumper wort be cause for much grief, but coillide badly with a bank one time too many and you could be in a world of trouble. Your steering might be damaged to the point where the car permanently veers to the left. Your brakes may also suffer. You may even lose a wheel. But worst of all, your transmission may break, leaving you with no choice but to limp to the finish line in second gear...



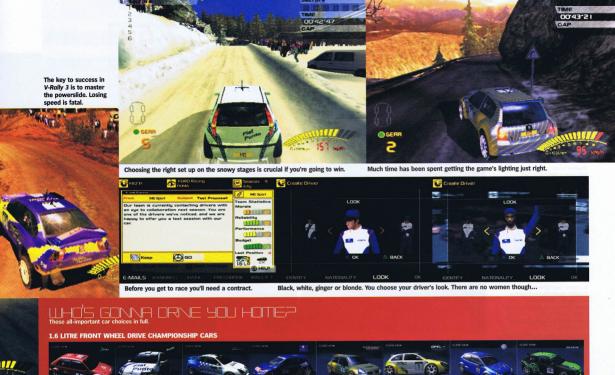
1. That looks expensive.

2. Built to last? Perhaps not.



3. Well, at least the car's lighter.

4. Four wheels good, three bad.



Publisher: Infogrames Developer: Eden Studios Price: 599.95 Players: 1-4 (each player racing in turn) Out: Now Web site: www.v-rally.com 60Hz: No Widescreen: No

Surround sound: No

2.0 LITRE FOUR WHEEL DRIVE CHAMPIONSHIP CARS

2. Subaru Impreza

Back story

V-Rally came to PSone in 1997 at a time when the console needed a good rally title. It delivered with its mixture of hardcore and arcade modes and paved the way for the likes of Colin McRae Rally. 1999's V-Rally 2 continued the trend with more tracks and a track editor. As in the previous instalment, competitors still raced one another rather than trying to beat each other's times individually

What do you look for when you're playing a game? Are you after a taxing challenge that ups the pleasure principle by making you sweat for

victory, or is instantly accessible fun the order of the day, every day? These are questions you may want to ask yourself before you get behind the wheel of Infogrames' V-Rolly 3. The respected rally franchise has evolved in the wake of the superbly realistic World Rolly Championship, dispensing with the populist Arcade mode – a feature of the earlier titles. In its place, there are fewer tracks with greater graphical detail and an exhaustive Career mode that will, on occasion, feel more 9-to-5 than 95mph. But as with all challenges, the harder the climb, the sweeter the view when you reach the summit, so maybe the real question should be, how badly do you want to win?

On the surface, rallying seems a relatively impersonal form of competition – after all, you don't actually 'race' anyone. At least not in the neck-to-neck Jostling for position, overtaking on the last corner kind of way. The fact of the matter is that rallying is about as personal as a sport can get. Think about it. Without other competitors on the course to blame for spin-offs, prangs and life-threatening cut-ups, rally driving removes the sporting safety net of diminished responsibility in the face of faillure. If you don't come first there's

The Career mode is a punishing, sometimes infuriating journey from season to season

6. Hyundai Accent

4. Mitsubishi Lancer Evo VII 5. Citroën Xsara

nobody to blame but yourself. To put it another way, rallying boils down to arguably the purest test of driving skill there is. No excuses.

With Codemasters yet to unleash Colin McRae 3.0, SCEE's young buck, World Raily Championship, currently religns supreme on the PSZ raily scene. Part of its success comes down to the obvious coup of boasting the official licence and all the attendant benefits this provides in terms of reality – the right drivers, teams, stages and cars. And however good it is, V-Raily 3 cannot make the same claim.

START YOUR ENGINES

But if you were expecting that fact to take the air out of infogrames' radials you'd be mistaken. Instead, the developers at Eden Studios have put their hearts and souls into forging a Career mode to be reckoned with – a punishing, sometimes infuriating, but never less than involving journey from season to season and, with perseverance and skill, from manufacturer to manufacturer.

The Career (or V-Rally) mode starts in a deceptively sedate manner by letting you create a driver profile from a set of biographical details. You can even give your man a look of his own with a selection of face/hair combinations. With this done, you're then presented with a contextualised career menu in the shape of an office desk complete with PC, Palm Pilot-style PDA and a pair of files. The first is a scrapbook of your finest moments and the other, a more scientific affair charting your progress (or otherwise) through the rallying ranks.

The season starts with you as a rookle. In order to race, you're going to have to get a contract, so it's off to the PC to check your emails for test drive offers. These come with useful gauges showing the team/manufacturer's current morale, funding reliability and so on, and depending on who you try out for you'll have a varying number of chances to impress the suits in hospitality.

True to the game's hardcore approach to the sport, the test drive time trials themselves are not just a mere formality, they serve as a fine statement of the developer's attention to detail. So much for the sedate beginning. Take the Citroën test drive for instance. The stage is a particularly narrow and serpentine course weaving through tiny French villages and edging impressive coastal



V-Rally 3 allows you to view your progress in five different ways. Which is the best for you?



Chase Cam
Realism level: Low (unless a
helicopter's flying very low).
Pros: The classic driving view with
a good sense of the car's position
on the track.
Cons: The sense of speed is
compromised a little.



2. Chase Cam (Elevated)
Realism level: Marginally better
than regular chase cam.
Pros: The best possible view of the
course ahead by far.
Cons: Again, the sense of speed
isn't as good.



3. First-Person (Bumper)
Realism level: Low, but who cares?
Pros: The most immediate view
giving a great sense of headlong
velocity.
Cons: The low angle makes it

Cons: The low angle makes it harder to see what's up ahead.



Realism level: Good
Pros: The bonnet in view makes you feel part of the car as it bombs around.

around.

Cons: Damage the bonnet and it could start flapping in your face.



5. First-Person (Cockpit)
Realism level: High
Pros: If you want authentic, this
restricted cockpit view is the
only choice.
Cons: What with cabin clutter

and mud on the windscreen, it's a wonder drivers see anything.

050 :: PlayStation.2





See where you went

hideously wrong on a

the ghost car.

previous run as you follow

vistas, and the time allowed to complete this tortuous run is far from generous.

Then you start driving. Now, nobody would claim that WRC handles like an arcade racer. Nevertheless, it was possible to keep your 'foot' on the accelerator throughout certain stages with only occasional taps of the brakes. Not with V-Rally 3. Fail to respect the laws of physics (particularly that one covering speeding objects and their reluctance to stay centred when stopped suddenly) and you will crash. Again, and again. And given the way your car accrues performance-debilitating damage, you really don't want to do that. If you think negotiating a breathtakingly tight hairpin at speed is tough, try doing it with a bent axle and shot brake pads. Yes, here's a racing game where the outward appearance of damage and wear really affects the handling.



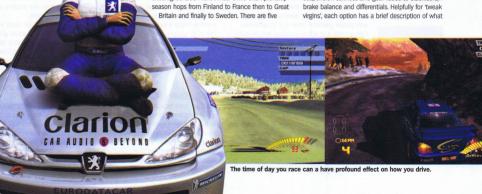
Getting used to V-Rally 3's exacting handling is a real challenge. But the flipside of this is that just winning a contract can make you feel like you've already driven a long, demanding season. The ensuing 1.6 Litre Front-Wheel Drive championship season hops from Finland to France then to Great Britain and finally to Sweden. There are five

If negotiating a tight hairpin is tough, try doing it with a bent axle and shot brakes

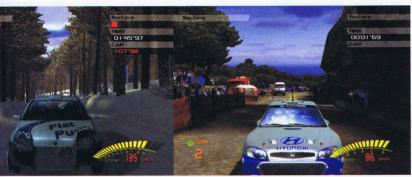
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stages to each rally and points accumulate through the season to give you a final, overall position on the table. Fall to hit a target position set by your management and your contract will be terminated. Make the grade and you'll not only be given the option to sign on for another season, but you'll also be courted by other teams on the prowl for talent. Keep improving your performance and there's a 2.0 Litre Four-Wheel Drive championship to reward your efforts, complete with new events in Germany and Kenya.

Competition is a surprisingly strategic affair. Before the opening stage of each rally you get to adjust various parameters on your car. And once more, V-Rally 3 tries to out-hardcore the opposition. You can not only customise tyre type and pressure, but also everything from ride height, suspension stiffness and gear ratios to stabilizers, brake balance and differentials. Helpfully for 'tweak vigins', each option has a brief description of what







The game boasts a good selection of cars. 1.6L models are FWD and a bit twitchy. The 2L 4WD cars are your goal.



Thanks to your navigator you should have an idea of what's ahead...

...but even he can't teach you how to win.

you're on the verge of tampering with - if you want to, you can always settle with the perfectly adequate default settings. Impressive but hardly unexpected, right? The thing is, whichever set up you go for, it's going to be in place until after the second stage. In practice, by creating a combination of tyres, brakes and other enhancements that's perfect for the opening section, you could end up coming unstuck if the weather has deteriorated or the racing surface is different come the second section. Not only this, but any damage you take during the initial run will be there throughout the next. So it not only pays to drive efficiently, with an eye on your car's mechanical health, but it's always a good idea to think one stage ahead when preparing to race.

This strategic element to rallying continues when it comes to those all-important repair sessions between stages two and three, and four and five. Back at the mobile team HQ, your mechanics are given a scant 30 virtual* minutes to patch up your car. if you've driven well, the repairs required can easily be sorted within the time limit. However, there will be times when you are forced to prioritise repairs and even leave some out entirely. Choosing the right ones isn't always that straightforward.





Ahh! Quaint English villages, a

→ wood mill, a castle. It's good to

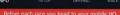
take an overseas jaunt.

The game's front end has been designed very well, from rally information to your handy PDA, you won't want for options.



V-Rally mode goes to great lengths to immerse you in the competitive season, and it does this with a host of well implemented cut-scenes and contextualised menus. Your office is a one-stop career HQ and when you're away from home, the Career in Q and when you're away from norte, the team HQ has a laptop set up so you can check your stage details and competition stats. In between stages, your car (complete with visible damage sustained while racing drives to and from the mobile repair area as your mechanics get busy while you adjust the settings for the next round. And













Fancy driving or no fancy driving, if this is happening to you, it's probably time to take early retirement. If you survive that is.



Play V-Rally 3 for a while and you'll start to get a sixth sense about the track layout. Eventually you'll be driving like a pro.

As you pass, the crowd goes wild. A very nice touch.

Fog and heavy rain make even the most well-known stages feel like a fresh challenge

As with the beautifully modelled car damage, the effect that course design has on gameplay is much more than cosmetic. Finland's undulating loose gravel feels substantially different to driving on Sweden's packed snow and ice, while France's predominantly dry asphalt stages provide a very different driving challenge to Great Britain's mulchy autumn leaves and soft dirt. Elsewhere, graphical details add considerable atmosphere to events. Where applicable, dirt and snow accumulate very realistically on the cars' bodywork, and weather has been implemented with gleeful stubbornness. Fog and heavy rain can make even the most well-known stages feel like a fresh challenge, and when the sun glares off the snow in Sweden, it really makes you thankful for your navigator's corner-by-corner commentary.

This is a game that's very much focused on its season-based Career mode. However, all of the tracks and cars can be experienced in isolation via the Ouick Race mode, either alone or as a comparative challenge against up to three mates. Inevitably, V-Rally 3 is going to be compared to

WRC. And given the inconsistent quality of the lion's share of PS2 rally titles, it's a compliment to Eden Studios that such a comparison can be invited at all.

V-Rally 3 is a fine game and a worthy addition to the V-family. If there's any criticism it's that the learning curve is initially unforgiving to the point of frustration. A fact which may dissuade the more casual race fans looking for a quick rally fix. However, this is a game that rewards effort and perseverance with genuine satisfaction. Tinker with your car's settings, massage it around the bends with a mixture of precision and controlled insanity and you could find yourself in love, and on the winner's podium. Who needs the official licence, eh? - Paul Fitzpatrick



In Africa you can make the opposition eat your dust.

V-RALLY 3

Why we'd buy it: track can be a competitor too Talk of gear differentials turns us on For a meaty challenge

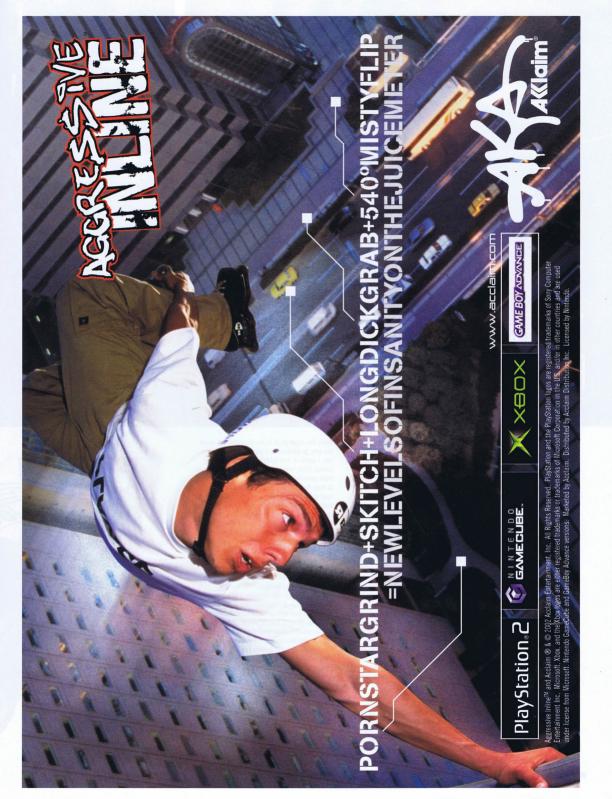
Why we'd leave it: Not instantly enjoyabl No split-screen modes
 Brake pedal? What's a brake pedal?

Not as instantly playable as WRC, but effort pays off with some very satisfying racing. It's head and shoulders above the majority of PS2 rally fare.

Graphics Real attention to detail and damage A good mixture of atmospheric FX Gameplay Punishing, but effort pays off in spade Life span In for the long haul? You'll love it



PlayStation 2







0.00.00

VBSUPERCAR RACE DRIVER

The V8 monsters are roaring out of the smoke and smashing into the PlayStation 2 with the meanest racer ever!

Publisher: Ozisoft Developer: Codemasters Price: \$99.95 Players: 1-4 Out: 23 August Web Site: www.codemasters.com 60Hz Mode: No Widescreen: Yes Surround Sound: Yes

Back story

Codemasters have been busy earning themselves guite a reputation as being the Kings of racing games Apart from the all conquering Gran Turismo 3 from Polyphony, a plethora of other racing classics have emerged from the Codemasters stable. The TOCA series Micro Machines and the Colin McRae Rally games have all come this UK-based In fact, V8 Supercar Race Driver, while being specifically made for Aussie audiences, shares milarities with the TOCA game in the United Kingdom. Furthermore, all of the '2.0 litre' cars in the TOCA game can be unlocked in V8 Supercai Race Driver



After years of disappointment, all the brutal action of the V8 racing circuit finally gets the game it deserves. The Nintendo 64's *HSV Racing, Gran*

Turismo 3 and the recent PC release, V8 Challenge, have all taken a crack at the sport but compared to Codemasters' V8 Supercar Race Driver, they're just warm-ups.

The first thing Race Driver has going for it is the official AVESCO licece. The HSV team are missing in action, having signed a separate agreement with EA, but all of the other popular Ford and Holden teams have been digitised in the game. Being able to drive as Aussies like Paul Morris and slip behind the wheel of the classic Big Kev Racer is fantastic fun. Racing styles of individual drivers have even been used to make the computer opponents act as malistic as possible.

Seven of the most intense Aussie V8 tracks have also been included in the game. Codemasters have used CAD and GPS data, as well as hours of video material of each track, to capture the Aussie flavour of each location. Everything from the gruelling hill of Bathurst's Mount Panorama to the killier corners of Eastern Creek Raceway have been packed into the game. Other Australian tracks include Phillip Island, Oran Park, Adelaide, Canberra and Sandown International.

FIGHT THE POWER

The thrill of seeing the Ford and Holden cars belt around the tracks wouldn't have counted for much if the gameplay wasn't up to scratch but thankfully, Codemasters has bolted one hell of a solid engine under the hood. As soon as you put your foot

down, the sheer grunt of the V8 engine will cause the tyres to smoke and squeal and send the car into a series of mini fishtalls as you fight to gain control of the wheel. Car engines don't come much more powerful than the mighty '8s and if you want to keep these beasts on the road you're going to have to learn to treat them with respect. Giving the buttons a lighter touch will allow you to control the car's acceleration and take off smoothly. The hefty weight of the Falcons and Commodores also has to be taken into account when coming into corners.

The crashes in Race Driver pack more of a punch than Lennox Lewis and leave your car looking like a busted wreck. Panels crumple, windows smash, byres are ripped off rims and bonnets are sent flying. The spectacular carnage of these bone-jarring smashes looks especially great next to racers like Gran Turismo 3, where cars bounce off walls without a scratch after having crashed lat over 200 clicks an hour.

It's tempting to turn races into destruction derbys because of the cool crashes but the damage also heavily affects the control of your car. It only takes a couple of nasty hits to turn your finely tuned racer into a busted wreck. Good luck trying to slide into first place after losing a wheel or having blown your gearbox.

CHEATERS BEWARE

If you're sick of losing a race to one of your scumbag mates because he goes cross-country instead of comering properly then you'll appreciate the realism in this game. As soon as your wheels go off the road and hit grass or gravel, the car will start spinning out of control towards the nearest barrier.
Anyone
lucky enough
to survive an off
road adventure
without a smash will
lose so much speed
theyll never try it again.
Staying true to the sport
the action in this same is m

the action in this game is much more brutal than any other PlayStation? racer. Computer drivers will barge you out of the way when cornering, meaning you'll have to race much more aggressively. Unless you're losing you'll also have to be constantly prepared to fight off the other drivers trying to overtake you. To make blocking them a little easier, the game includes a big red arrow behind your car that points in the direction overtaking cars are coming from.



The game's great external camera angles makes driving easier.

FORD. A wise man once said "Found On Rubbish Dump". Oooh!

Flying up a straight makes for a top sense of speed!



"... noone could have guessed it would actually turn out to be the best racing game yet."



If Codemasters had left the game with just the V8 circuit it would still have kept the fans happy but, surprisingly, the Australian V8 circuit is just one of 13 different championships across the globe. 38 famous international tracks have been taken from real racing events like the British TOCA Tour, the German DTM and the Alfa GTV Cup.

The game puts you in the shoes of the fictional young driving champ, Ryan McKay. Determined to live up to the reputation of his legendary father and brother, Ryan tackles the professional racing scene. Unlike other racing titles that only feature a couple of dull menu screens before each race, Race Driver creates a real racing world for you to explore. Before any event you can wander around McKay's 3D office. Accessing the computer allows you to look at emails containing offers to race with different teams in various championships. Heading into the garage will let you tweak any aspect of the selected car. Modifications can then be tested out on a practice lap before entering the race. It's even possible to save track-specific settings for each car.

The game's cinematic feel extends to a number of cut-scenes that bookend each race. Each manager that offers you a spot on his team is a unique character who has plenty to say. Some of the scenes involve pretty standard conversations about your rookie status and the need to prove yourself on the track but others are hilarious. After watching Ryan's poor attempt to chat up a cute girl, a cowboy hat wearing manager wanders up and says "I hope you handle your cars better than your women, Boy!" There are also plenty of scenes before each race showing stuff like mechanics making final adjustments to the cars or scantily clad gals walking between the cars waving team signs.

Depending on how well you do in each championship

ON THE MENU



This is where you mastermind your ascent through the V8 Supercar championships. See that guy reclining in the chair? That's you, that is.



but also where you sort out multiplayer races who knows, maybe hook yourself up with a





3. The Key Cupboard

Here's where you choose your ride for the race ahead. Move between key rings for the various car makes and they'll swin to and fro. It's a small touch but a pleasing one all the same.



4. The Garage You've chosen your car and here it is. While you take a seat, the tech bods start getting it prepped to race. Head to the clipboard and you can alter all sorts of your car's components.

V8 SUPERCAR RACE DRIVER







ШНАТ'5 THE DAMAGEZ

ue to the V8 Supercar series, ace Driver goes to traordinary lengths to show



barrier and this is the resul





Race Driver's handling can be



4. Missed the first corner second flipped at the third. The

the game will adjust the quality of the new offers you receive. If you find yourself standing on top of the winner's podium then you can expect to get plenty of great offers with the high profile teams, but if your driving is poor then the offers will be too. As well as making you work hard to progress through the game this feature serves as an autosensitive difficulty setting that adjusts itself.

Whenever you place in the top three at the end of the championship you will also find vourself receiving a challenge from the circuit pro. If you manage to beat the pro driver you can unlock his car for use in the Free Play mode.

Even though we all know the Fords have less power than your mum's lawnmower, you can finally settle the arguments with your mates in the game's multiplayer mode. Your Commodore can dominate the Falcon, or any of the other 42 different cars in the game, when playing against up to three of your mates...

I'M TOO SEXY FOR MY TRACK

The game's slick graphics engine is capable of tossing around 14 hyper detailed cars on screen at once. The local tracks are easily recogniseable, which is superb. With animated drivers inside and all panels capable of being crushed, or torn clean off, each car looks fantastic but this detail does come at a price. Throwing so many polygons onto the cars does mean that the background graphics aren't quite up to scratch with the likes of Gran Turismo 3 and World Rally Championship. It does of course, mean that you'll be too busy gawking at the sexy V8s to notice anyway.

The sounds of Race Driver are so beefy you

won't need the Dual Shock's rumble feature because the roar of your car's engine will be shaking the whole room. Codemasters has recorded plenty of sounds from real V8s and other cars, as well as racing crowds to create the best audio possible. The game also features plenty of great commentary from your manager. Useful information like times to pit and when you need to try and push up another position are mixed in with humorous lines like "Well that's one way to remove the competition."

We've been hoping for a long time that V8 Supercar Race Driver would gives us some worthy V8 action but no one could have guessed it would actually turn out to be the best racing game yet. Gran Turismo 3 may have more cars in its garage and more impressive track backgrounds. At the end of the day though, who cares about scenic driving with sissy imported cars when you can completely crush the competition with the mighty grunt of the Aussie V8? - Narayan Pattison



Why we'd buy it: Real damage - Real V8s

Real Aussie tracks - Real fun

Why we'd leave it:
- We're the sort of pansles who complain about

some drab backgrounds We're bummed that the most Australian game ever was made by Brits

Meatier than the best meat ple you ever had Gameplay So close to the real thing it's scary Life span Longer than yours

Graphics Great looking cars that you can break

101

The best racing game

PlayStation 2 with the

best cars in the world.

seen so far on the

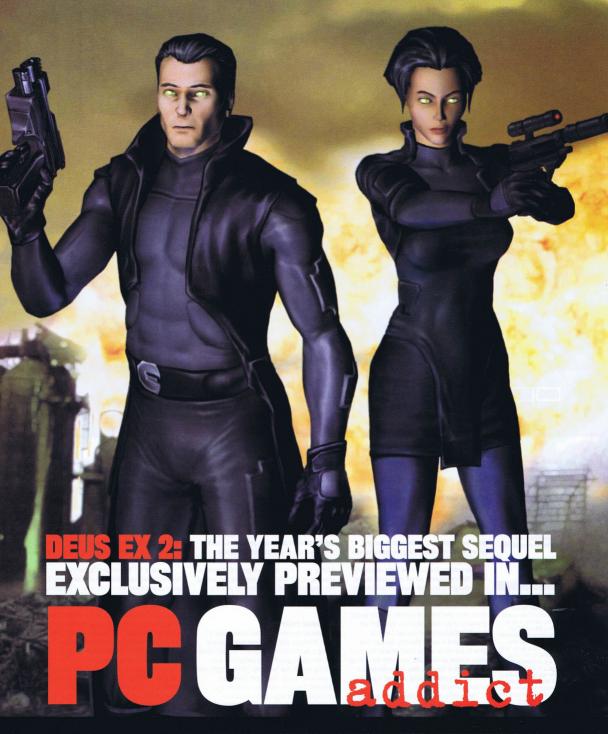
What's not to love?

V8s are frantic and insane at the best of times. Everything that F1 wishes it was.

PlayStation 2 \□□□



Even though the game will focus on our beloved Aussie brutes, some foreign wonder machines are included too!



LOOK FOR ISSUE 2 OF AUSTRALIA'S BEST PC GAMES MAG IN YOUR NEWSAGENT AUGUST 7TH



RISONER OF WAR

To do list (June 1941): 1. Escape POW camp. 2. Destroy German V5 rocket. 3. Do laundry...

Publisher: Codemasters Developer: Wide Games Price: \$99.95 Players: 1 Out: Now Web site: www. codemasters.com 60Hz mode: No Widescreen: No Surround sound: Ves

Back story Based in Brighton in England, Wide Games approached Codemasters with the idea for a game set in a prisoner of war camp just as Codemasters was thinking: *Hey, how about we do a game set in a prisoner of war camp...? The two companies joined forces and Prisoner of War is the eye-opening result of their efforts. Wide Games (www.widegames.com) also has a non-linear racing title called Rush Club in development for PS2, which promises fast-paced, no rules racing in whatever vehicles you can find.

Lights out. Seven hours before the morning roll call. If you're not back in your bunk by 5am the Kommandant will launch a camp-wide search and order you shot (or more accurately 'wounded') on

sight. But despite the danger, you sneak out of your barracks into the night, making your way to the fence. You stay low, moving slowly. Beyond the fence lies the laundry where you hope to steal a guard's uniform. But a soldier stands outside, armed with a rifle, illuminating the darkness with his flashlight. Don't get too close. He'll spot you.

You watched this guard the night before. You know that he regularly moves off to walk around the building, a patrol that takes him two minutes to complete. So as soon as he passes by, you climb the fence and jump over You move quickly to the door and unlock it with the key you bought from one of the other prisoners. You didn't ask how he got it, but it cost you two boxes of cigarettes and a can of peaches. You just have time to slip inside as the guard returns. The guard stops outside as usual and you watch him through the keyhole in the door. After a few minutes he continues his patrol. Quickly you grab a guard's uniform. Time to get back.

Welcome to Prisoner of War, the interactive prison escape movie from Codemasters. Set in World War II, the game echoes with images and Ideas from films like The Great Escape, Stalag 17 and the classic TV series Hogan's Heroes. While you can shoot and grenade the German army in

You're banged up, trapped behind barbed wire and watched for 24 hours a day

Medal of Honor: Frontline, in Prisoner of War you have to outwit them. Here you're banged up. trapped behind barbed wire and watched almost 24 hours a day. Enemy soldiers outnumber prisoners and you have no weapons. Instead of fighting, this is a 3D adventure game that involves sneaking around and hiding, watching and waiting, Five lengthy missions stand between you and freedom, each one with its own set of challenges and nuzzles

THE GREAT ESCAPE

You take on the role of Captain Lewis Stone, a brash American pilot shot down over Germany during a reconnaissance mission. The good news: you manage to parachute to safety from your burning aircraft. The bad news: you land right next to a German supply depot and quickly get captured. This particular depot doubles as a holding facility for allied prisoners of war, processing them for transfer to the bigger, high security camp Stalag Luft, or the infamous and reportedly escape-proof castle Colditz. During the course of the game, you'll visit all three. It's your duty as a soldier to try and escape from each one.

The action in Prisoner of War unfolds using a third-person 3D view. In exterior locations, this over-the-shoulder camera is fully rotatable. In interior locations the camera is fixed MGS-style. In addition to the main third-person view, there is also a first-person 'examine' view, which is useful for watching enemy soldiers, peering through keyholes and for orientating yourself in rooms. Using a combination of these views, you can explore your polygonal surroundings, talk to fellow prisoners, obtain objects and attempt to elude and outsmart the patrolling guards.

The first of the five missions (set in the aforementioned supply depotl is a training level. It serves as an introduction to the rules of the game. to what you can and can't do, and where you can and can't go. Life in a POW camp is run to a tight schedule and prisoners must attend morning and evening roll calls. In between these checks, they are herded from compound to compound - the Mess Hall for breakfast, lunch and dinner, the Exercise Yard and the Barracks area, Prisoners must not leave the designated areas. So other buildings or rooms such as the store, laundry and sickbay are off-limits. Prisoners must not approach the fences or be found carrying illegal items or equipment. Anyone caught breaking the rules is arrested and thrown into solitary confinement.

To play Prisoner of War successfully, you need to learn how to bend these rules and to work within the camp structure. Rather than having a free reign to formulate your own plans, you

-



ESCAPE COMMITTEE BRIEFING

No matter where you are held captive, each camp conforms to a daily routine and the tactics you learn in the first training level will hold you in good stead. Here's a quick introductory course:



place in your barracks where you can safely store items that you pick up. If you get caught carrying any items, the German guards will confiscate them when you are arrested. Items stored in the hiding place cannot be confiscated.



Currency As there is no money in the As there is no money in the prison camps, currency takes the form of boxes of cigarettes, tins of food or bottles of alcohol. By picking up these items you convert them into game 'currency' which can be used to buy items/information or to pay POWs to help you.



The Map

The best way to orientate yourself in a prison camp is to walk through the daily routine. This shows which areas you have access to at different times of the day. As you explore locations are added to your ingame map. Conveniently, buildings are signposted.



Disguises

To complete the objectives you'll need to move around the camp undetected. At night, you can blacken your face with boot polish, or steal a German uniform and move around dressed as a guard. But be careful; higher ranking officers can see through the disguise.



Distraction Often, the best way to sneak past a guard is to distract him. You can pick up and throw a stone to divert his attention, or you can pay one of your fellow POWs to feign an illness. When the guard goes to investigate, use the distraction to slip by unnoticed.

REVIEW PRISONER OF WAR



Look before you leap. Or in a POW's case, look through the keyhole of a door before you open it You don't really want to walk straight into a patrolling guard, now, do you?



POWs, 'diversion' POWs and 'item' POWs.

Copies Lights Out. The patrolling guard is fast asleep

Camp residents are split into three types: finfo'

Camp residents are split into three types: finfo'

on almost anything given enough time and, more importantly, money.

➡ become embroiled in an ongoing plot involving the development of a long-range German rocket. Each of the five missions has four primary objectives – ie, get a key from the German barracks or break into the post room to retrieve an important parcel, in each camp, talking to the other POWs will provide you with clues as to how to approach them. Some will tell you who to talk to or point you in the direction of a starting point. Other POWs can be paid to distract guards, offer you ways to win currency, or sell you useful equipment to aid you in your adventuring.

allowing you access to this door.

POW equipment is divided into two main types: 'Pocket' and 'Hand' items. Pocket items can be concealed in a prisoner's uniform and carried around the camp without alerting the guards. Boot polish can be used to disguise your face at night, reducing the chances that your pasty white skin will be seen in the moonlight. A lockpick can give you access to restricted areas (such as the laundry or German barracks). Hand items are too big to conceal. The crowbar, for example, will allow you to bust open locked doors. If you are spotted carrying a Hand Item, the guards will raise the alarm. You will then be chased and either arrested or shot. Worse still, any items you are carrying when you are captured will be confiscated, forcing you to obtain them again or to buy replacements from the camp scrounger.

Disguise your face and reduce the chances that your pasty white skin will be seen in the moonlight

Prisoner of War is a slow game. You learn that you must explore the camp to build up a map of its key areas. You should watch the guards to monitor their patrol routes, both during the day and at night. You learn that you can climb fences, hide under vehicles, and that keys are required to unlock certain doors. While there's more than one way to complete a task, Prisoner of War's open structure isn't as free-form as we hoped. You can't just take it upon yourself to steal a shovel from a store and start your own tunnel. Your eventual escape relies on completing the 20 mission objectives. Fail to complete an objective and you must simply try again [and again].

to spy on the German guards. Be careful not to get spotted using it.

Steal a German uniform and

you can use it as a disguise.

ACHTUNG BABY!

The opening level lulls you into a false sense of security. The Security levels are light and once you know which fences can be climbed and how to avoid the guards, you have an almost free run of the camp. As long as you turn up for the two roll calls, you can ignore much of the daily routine. A clock in the top-right of the screen shows the



The best time to explore Stalag Luft is after dark. But watch out for the patrolling German guards...

A lockpick. Use it to get deeper into Colditz.



Your escape plans will only come to fruition when you understand the workings of the camps.

Talk to the other prisoners to see if they can help you.

current time and how long you have until the next section of the day (ie, Lunchtime and afternoon Free Time). A minute of game time passes every second, so each day consists of 24 minutes of play. Thus if you want to break into a building during Morning Exercise, this two-hour period equates to two minutes of game time. Likewise, the seven-hour period during Lights Out gives you only seven minutes to explore before you need to return for Morning Roll Call.

This is why preparation and reconnaissance are vital in Prisoner of War. The game is often unforgiving and the tiniest mistake or wrong step can lead to both capture and the prospect of doing the process again. Each mission objective is effectively a 3D puzzle requiring you to get the right items, dodge the patrolling guards and sneak to the right places. Solving them is a case of trial and error. You might get halfway towards your objective before you are captured, but you can use the knowledge you gained in the attempt to do better next time. You simply play and replay. Prisoner Of War demands perfection and the pursuit of it can be frustrating.

Developer Wide Games deserves an enormous amount of credit for an original, highly playable game. It's beautifully realised, with good attention to detail and smart 3D graphics - the barbed wire fences and watchtowers of Stalag Luft, the accurately modelled innards of Colditz, the rain and snow, not to mention the polygonal POWs. But there are times when the game camera is slightly erratic, and some of the fixed

camera angles make it difficult to see whole rooms clearly. The 'tally-ho' scripting often grates, while the realisation that the game's freeform gameplay is a well-conceived illusion comes as a disappointment. We could also mention limited equipment and repetitive objectives, but that would be nit-picking.

None of these should detract from the fact that Prisoner of War is often a totally absorbing game. Because it requires stealth and endless patience, you can lose hours to it. The plot (with its animated story sections) keeps things ticking along nicely and there's something hugely satisfying about evading guards to reach your objective. Rather than offering instant gratification and fast-paced action, Prisoner of War rewards perseverance and practice. The result is a classy, innovative game, although not quite the quiet revolution we'd hoped for.

Dean Evans



By paying some prisoners you can ask them to distract the guards by feigning crippling illness.

ALL IN A DAY'S WORK

One of the earlier mission objectives involves stealing a crowbar that will allow you to break into the camp's vehicle compound in a subsequent mission. It's easy when you know how...



1. The crowbar is located in a locked store, the key to which is held inside the German barracks. As you can see, a German soldier is guarding it.



2 Your fellow inmate ID suggested distracting the guard during the Morning Exercise period. Take advantage of this neon-lit hint



3. While the guard investigates JD's faked illness, you have just enough time to climb the fence and sneal into the barracks when the guard's



4. Once you're inside the harracks you need to seek out the key. Important equipment and potential so you can easily identify them in the darkness.



5. Sneak out of the barracks and back into your own compound. When night falls, you can creep towards the store where the crowbar is located, avoiding the watchtowers en route.

Why we'd - An origina playable g - Good 3D g - Challengin up gamep	I, highly game graphics ng stealth-'em-	Why we'd leave it: - Slow-paced and often frustrating	good prise garn this	aping from POW the property of the property the property of the property the proper
Graphics	Good polygon	al 3D, detailed environments	07	
Sound	A stirring soundtrack adds to the tension		07	7
Gameplay	Slow-paced, thoughtful and strategic		Ø8	.W
Life span	Thomas annuas	five missions, 20 objectives	07	



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Feel everything.

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It features realistic force-feedback, foot pedals and even a moulded lap attachment so you can play from your favourite driving seat. And it's compatible with the latest PlayStation® 2 games such as



PlayStation_®2



Gran Turismo" 3: A-spec and World Rally Championship," with more great new titles coming soon. Make sure you don't let anything get between you and the ultimate driving experience.



MPH15

Four wheels good: two wheels had. Collisions will be punished severely

Schumacher rarely has to follow the pack.



Tweaked and polished, EA returns with an F1 game for spanner fetishists

Publisher: EA Sports Developer: EA Sports Price: \$99.95 Players: 1-2 Out: Now Web site: www.easportsf1.com 60Hz: No Widescreen: Yes Surround sound: No

1AP 1/4

1-22 6

Back story

EA Sports is the iteration meister. Its licensing agreements range from motor racing to ice hockey and football to golf. Remarkably, it only secured the F1 licence in 1998, though recent competition has come from SCEE who developed the decent Formula One 2001

Realism or fun? It's been a hard decision for developers of F1 titles over the years. The common view is that true authenticity just doesn't work. In

the 2001 Spanish Grand Prix, Mika Häkkinen was anticipating his first win of the season, but disaster struck on the final lap. Engine failure gave him no option but to limp off the track just a few hundred metres away from achieving victory over Michael Schumacher. But how much fun is that? If it happened in a videogame, you'd be livid. So, does this mean that realism in games should be limited in order to avoid this kind of frustrating scenario?

Here at OPS2 we're of the opinion that authenticity is a worthy goal. We're not advocating complete mechanical meltdown on the start grid (something that seems to be plaguing Rubens Barrichello this season) but we do think that the vicissitudes of mechanical failures should be included to pep up the tension and add a minor element of chance to the experience. Thankfully, FA has delivered the most comprehensive F1 title currently available on PS2. Some might complain that it's an update that, at least visually, is near identical to last year's instalment, but F1 2002 has been tweaked and tuned to offer a more wellrounded interpretation of the sport this time round.

The game's greatest achievement is that it delivers an F1 experience that can be tailored to the player's skill level. Though most Grand Prix games have included options such as opponent skill level, tyre wear and fuel usage, F1 2002 delivers much more: mechanical failures, the full FIA rules (including all the flag penalties) and dynamic variable weather. This means that the casual Formula One fan can get straight into the game and begin out-performing the likes of Juan Pablo Montoya with a less intense arcade-style set up, while the true F1 aficionado will also feel that their beloved sport is being treated with the gravity it deserves.



The authenticity even stretches to include slipstreaming and simulation handling. Select the latter and racing becomes incredibly tough with wheels locking under hard braking and the slightest movement on to the grass sending your vehicle into an uncontrollable spin. Hardcore F1 fans will be pleased to hear that it's even possible to establish a pit strategy before the race begins. This can include either a one or two-stop plan that can prove crucial in securing valuable championship points.

The only criticisms of F1 2002 are that it's hardly the most visually resplendent driving game on PS2 (Gran Turismo still beats it by a mile) and the frame rate, while as good as any other F1 title, is not as slick as we'd hoped. But for enthusiasts, this game offers the best in the field to date. Until next year's version, that is.
Mark Walbank

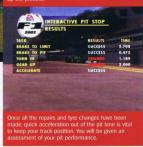




ing the pitlane, it's vital to reduce



Quick reactions and good parking will speed



F1 2002

Why we'd buy it:
- Contains all the 2002 liveries and drivers Why we'd leave it: It hardly revolutionises the sport, but certainly offers many F1 gam enough depth to keep fans Fully customisable For both hardcore and Framerate could be happy for another ye smoother - Yet another EA update Graphics Enough to impress, but no sparkle Makes all the right grunts and rumb 07 Gameplay Deep and rewarding Life span | Enough content until next year

PlayStation 2

VERDI

SOLDIER OF FORTUNE: GOLD EDITION



-ORTUNE:

It may be PS2's goriest FPS to date, but this shoddy splatterfest remains a one-trick pony.

Publisher: Codemasters Developer: Raven Software/Pipedream Price: \$99.95 Players: 1-4 Out: Now Web site: www.codemasters. com/soldieroffortune 60Hz mode: Yes Widescreen: Yes Surround sound: No Peripherals: MultiTap

Back story

You play John Mullins – a war veteran with three tours of Vietnam and three Purple nut John is actually a real life soldier, and helped out with the game's realism. You necessary to find and warheads that have been stolen by terrorists The game was originally developed for PC by Raven and poorly converted for PS2 by Pipedream, with Codemasters providing final turd-polishing duties.



Soldier of Fortune: Gold Edition boasts a dodgy plot and crap puzzles, but that doesn't matter, folks, because it's a gory shooter with an 18 certificate. As John Mullins, the real-life decorated Vietnam vet.

you have to recover three nuclear warheads stolen by terrorists, mowing down an assortment of enemy soldiers and ne'er-do-wells en route resulting in possibly the most visceral depiction of organ-mangling since Peter Jackson's infamous lawnmower sequence from Braindead.

Shoot someone in the leg and they hop around on the remaining one. Aim for their head and it explodes like a ripe cherry. In fact, each opponent has 26 'blow-off-able' parts, pretty much guaranteeing a gruesome display of flying limbs and a shower of blood when bullet meets flesh. Indeed, the carnage seems to be the game's main selling point, with the end of each level bringing you detailed stats on how many people you managed to shoot where it hurts.

While gore and gonad shots are all very well, games that rely on such a 'gruesome' gimmick need great graphics to pull the trick off - which is where Soldier of Fortune: Gold Edition falls down badly, looking more N64 than PS2. Perhaps it's the ageing Quake II-based game engine that's to blame - the levels look dark and blocky, and the enemies appear fuzzy until you get right up close.

You realise with horror that aiming your weapon is like trying to knit using a drainpipe

Is that really a hand flying off? You'll just have to take their word for it.

And while your hunt for the missiles spans 26 locations, including Kosovo, Baghdad, Siberia and New York, the murky graphical treatment really doesn't do John F. Mullins' globetrotting missions justice. Loading times are another big niggle. They're huge. And with no lives or continues to savour you have to load up from the point saved to your Memory Card every time you die. This takes so long that soon you'll find yourself keeping the remote handy so that you can flick back to watch TV while you wait. The games displays all the hallmarks of a very lazy PC conversion.

BLAST FIRST

Still, while it might not feature the curves of Quake III: Revolution, Soldier of Fortune: Gold Edition remains a satisfying blast. Your meaty shotgun is rarely short of ammo, and kneecapping swathes of skinhead soldiers with a single blast really touches something inside. The dying enemies might sound



Auto-aim always goes for the jugular.



You can take quite a lot of damage — but when you do croak it's a long wait for the reload.

BODY POPPING

Forget the gameplay, and savour the pure visceral thrill of stripping away those limbs.



1. Head shots

Shooting baddies in the head is the quickest – and goriest – way to send them packing. The auto-aim makes this a cinch. Just point at their shoulders and you'll always get them between the eyes.



2. Arm shots

rent points along an enemy's arm respond differently to a hit. Blow off their hand, their forearm, or sever the limb off completely. You never know how they're going to react. Some complain others just look sadly at the wound!

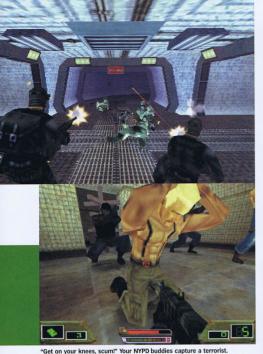


3. Leg shots

Ow! Ow! Ow! Shoot towards the floor and you'll probably scuttle their legs off. Shins and thighs are sent flying depending on where you hit



We doubt we'd look like Bob Downe telling a rude joke if we were hit in the nads with a shotgun. But catch them in the pants and this is the gurn they pull.



The story might be daggy, but it's the lashings of blood that will sell this game - not the narrative.

Most of your time is spent seeking out delicate cranial-shattering moments like these

STATISTICS Throat Shots: 1 (3)
Nether Realon Shots: 2 (2)
Head Shots: 1 (3)
Gibs: 0 (0)
Saves Used: 1 (2)
Played Time: 0.05./6 (0.08.29) @: CONTINUE



The levels look okay, but the frame-rate is jerky.

Multiplayer mode becomes unmanoeuvrable when you get a full house.



Ah, the old 'zoom in on the head' trick...



Sometimes you get stuck on ladders.

the same, but this somehow adds to the (thankfully anonymous) satisfaction of wholesale slaughter. Although some bits are reminiscent of Metal Gear Solid, such as the 'stealth meter' and the ability to peek round corners, neither seems more than a token nod to Konami's classic title. Very few missions require you to actually sneak around, or use any strategy apart from shoot, reload and shoot.

When it comes to the control system, Soldier of Fortune: Gold Edition tackles the old problem of being able to move, look, and fire six different weapons at eight different baddies at once, as best it can. But that's not saying much. When you first pick up a weapon during the game's target practice training session, you realise with horror that aiming your weapon is like trying to knit using a drainpipe. Thankfully, once the game begins, an auto-aim feature kicks in and does most of the work for you. Without this, you'd be snookered.

But then enemies have next to no artificial intelligence. Soldiers don't run or seek cover, and the whole thing's a bit like blasting ducks on a (very gory) fairground ride: the baddies pop up in the same places each time. That's not necessarily a bad thing, though, because knowing where to aim means you get better with each play. Lazy programming perhaps, but it's still fun being able to blow your opponents' brains out before they've even had a chance to aim. Sadly, when multiple enemies appear, things often get so choppy it's difficult to hit a barn door, let alone a soldier's left temple. And that's in Single-player mode; in

Multiplayer mode it's even worse. With four players plugged in, the game croaks along at a barely playable two or three frames per second. The option to throw in half-a-dozen computer bots slows the engine down so much that it practically has to sit down and catch its breath. It's far worse even worse than N64's ancient GoldenEye.

Soldier Of Fortune: Gold Edition is a fairly shoddy port of a PC title that was great two years ago, but is now showing its age. The ageing TimeSplitters moves considerably better. With two 18 certificates and a blood-red 'mature content' splash screen, Codemasters' title promises the ultimate gorefest - but once you grow tired of shooting people in the armpit and picking off people's heads, the gameplay rapidly goes downhill. With poor graphics and no Al, it's a classic case of gore before gameplay.

Ian Harris

A&0

JOHN F. MULLINS hards talks guns, guts and games



Born in Oklahoma in 1942, John F. Mullin: joined the ermy straight out of School, and trained to the ermy straight out of School, and trained to the ermy straight out of School, and trained to Berets. Special Forces, After rising to the position of Berets. Special Forces, After rising to the position of explain while serving in the Victama War, he retired from the military and offered his services for hire Working for a number of government and civilian organisations, he has been involved with VIP protection, asset recovery and hostage negotiation. He's now a published novelist and a high-level consultant, as well as a fictionalised character in Soldier of Fortune: Cold Edition.

How would you describe the vocation of John F Mullins as he appears in Soldier Of Fortune: Gold Edition?

cool Edition?
A craftsman sure of his tools. When you have a brain tumour, you get a neurosurgeon. When you have a nasty divorce case, you get an attack dog for a lawyer. When you get a situation that calls for the surgical application of firepower, you call John F. Mullins.

How closely does the game reflect the experiences of your career?
Few situations can be solved by singletons. That being said, sometimes it is far better to go in with one man than with a crew. You always attempt to get in, do the job, and get out without attracting any attention at all. That's easier solo.

How does this game reflect the serious nature of your undertakings? If anything, it understates the seriousness of the threats that face us in today's world. There are far worse things out there than the occasional

What's your personal view on the videogame-causes-violence debate?
It's out of control. People who talk about the violent tendencies of today's youth obviously haven't studied history. Youth today is less violent than in practically any period in the past. The difference is that we have the international media slavering to present the latest victin, complete with blood for the edification and entertainment of the viewing public. And, of course, a lot of people are making a living from it. Completely undistinguished writers now find themselves television darlings because they rail about how 'we are conditioning a generation of killers'. Bushwah. And I use that word only to be polite.



Take on John F. Mullins' experienced virtual persona as you strive for gross-out carnage.

SOLDIER OF FORTUNE: GOLD EDITION

No-brainer first-person Why we'd buy it:
- Bits of people spi Why we'd leave it: - Chronic slow-down and hazy graphics shooter that's average at all over the place best. Desensitise yourself to the violence and there's 't look much like a PS2 game not much left. soldiers in the scrotum Graphics Barely up to PS2 quality Moody and atmospheric background music Gameplay Satisfying at first, but ultimately unchallenging 05 Life span Lots of levels, but no real replay value PlayStation 2 VERDIC





Vampire slayers unite

Load up with ammo and join the quest to release a medieval village from the grip of bloodthirsty vampires. Blast away with one or two players through waves of immortals intent on spreading their cursed bloodline. But beware, as you near the climax of your hunt, a horrifying secret will be uncovered. Arm yourself with Vampire Night, also available bundled with the G-con¹¹²2 gun. It's the only shooter with bite and it's only available on PlayStation 2. www.vampire-night.com









PlayStation.2





Is Beckham's PS2 debut golden? Or just balls?

Publisher: Rage Developer: Rage Price: \$99.95 Players: 1-4 Out: Now Web site: www.rage.com/david beckhamsocce

60Hz mode: No

Widescreen: No

Back story After signing a three year deal with Beckham in 2001

Surround sound: No

Peripherals: MultiTap

Rage Software exhumed its ne game UEFA Striker

and spent the last year refurbishing the title with a

major graphical upgrade. all-new team rosters, and a

collection of features and

make it more Beckham-like cheduled for release just

... until Becks broke his

sub-games designed to

before the World Cur

everything was looking

1st 32:20

17

Beckham

MAN CHE

Writing this review during the World Cup and trying to make it sound

amongst soccer-loving gamers.

PREP

topical is a daunting experience as it is impossible to gauge how England's Golden Boy Captain will be perceived by the end of it. Hero? Villain? Will he perform at the 'business end? One thing's for sure, this game certainly won't come close to enhancing his popularity

With Pro Evolution Soccer scooping all the plaudits, it's baffling why other developers don't just try to emulate the gameplay of Konami's title whilst pouncing and building on its few flaws in an attempt to bring us the 'ultimate' football game. Instead they try to convince us that we need a more arcadey (read: shoddy and facile) alternative that we can just "pick up and play". Of course, ultimately, we just want to play a football game that replicates the intelligence of build-up play and the euphoria of scoring a goal

The gameplay of David Beckham Soccer is pure football-on-ice - the players glide around at super speeds with the ball stuck fast to their feet. Tackling is a nightmare with most lunging challenges failing to make contact at all. Expect to leak numerous goals until you begin to comprehend the implausible pace and ineptitude of the control system.

For a game that is supposed to encompass everything about Beckham's talent (the tagline is: "Train like him. Play like him. Be him.") it's with helnous schoolboy errors. Aside from shoddy physics, those score-every-time 'sy spots' are here in abundance and the CPU out any shred of unpredictability from the A classic example occurs every time you t corner. With lovpad symbols appearing about heads of key players in the box, opting to the same player over again produces iden responses from both your striker and from opposing goalie who tips his effort round the post with Groundhog Day regularity. Amazingly, we

racked up 12 consecutive corners in this manner before our computer-controlled opponent managed to clear the ball upfleld, more by accident than by Intent. Also on the pitch, the game grinds to an agonising halt while crudelooking cut-scenes are loaded to coincide with goals, bad tackles and bookings while Beckham himself is the only player that bears any passing resemblance to his real-life counterpart - both in name and appearance.

Not the resounding success story to mirror the life of the superstar endorsee then, which is a great shame because the backroom elements of the game are sound. There are ten Cup and League competitions to compete in, plus a collection of interesting challenge modes in which you are thrust into pivotal matches of yore and must overcome seemingly impossible goal deficits to turn the tides of success in your favour - the most classic example perhaps being the 1999 Champions League final

The raft of games modes and the ability to edit teams and players to your heart's content are commendable efforts to add depth. Sadly, there's no disguising the fact that David Beckham Soccer plays a shocking game of soccer. And without a solid foundation to build on, relegation from the PS2 premier league is inevitable.

Ryan Butt

(C-1(A))/4 Chelsea score, but must wait a few

agonising seconds before the celebration

VERDIC

THE RIGHT STUFF

It may be languishing in the lower leagues of console football-dom. console football-dom, but DB Soccer sports several worthy origina features missing from other footy greats.



1. Target Practice The training mode inv you to loft crosses at targets and smash panels with free kicks. Crude, but



2. Editable Everything Create a team, name

them, construct a stadium and then design your own kit - right down to the club crest. Pro Evo needs one of thesel



3. Team Player The game features over 150 different teams, Okay, all the player names are wrong lapart from Beckham's) but that's still 100 more teams than Pro



4. Challenges

Net more than 31 goals past American Samoa as Australia, pip Liverpool to the 89/90 title by winning with Arsenal by more than one goal - fine stuff that harks back to ISS Deluxe

And a couple of unworthy inclusions...



5. Shameless Advertising Intrigued by the 'Adidas Boot Room' option? Don't be, it's just a cunning ploy to flog you some of Beckham's extortionately priced footwear.



6. This Is His Life Catch up on a potted history of Beckham's life so far complete with w-res, grainy, out-ofdate pictures

DAVID BECKHAM SOCCER

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Peddling a decrepit PSone footy engine in Beckham's Why we'd buy it: Rammed with teams vs a shocke Includes a great Edit Looks like trash was never going to work - it draws attention mode We love Posh to the fact that superstar endorsements often disguise a crap game

Graphics Generally grotty, with lifeless players ound Rousing anthems, and commentary is okay ameplay Relatively speaking, it's very poor 04 Ife span Plenty of game modes ME PlayStation 2

The cut-scene graphics are very low quality.





Britney fits videogame stardom into that period between being a girl and not yet being a woman.

Publisher: THO Developer: Metro Graphics Price: \$99.95 Plavers: 1-2 Out: Now Web site: www.thq.co.uk 60Hz mode: No Widescreen: No Surround sound: No Peripherals: Dance mat

Carla

Back story In amongst the logos, you'll discover that Britney's Dance Beat has been developed by veteran rhythm-actioners Metro Graphics. This is the same company that collaborated with Enix on the PSone dance-'em-up original Bust-A-Groove. Still one of the finest time-wasters ever...



She's a pop icon. A top-five Internet search request (usually alongside the word 'topless'). She's tried to write a novel, starred in her own movie

Crossroads and even owns a New Yawk restaurant. And now you can get a little bit of Britney on your console. Britney's Dance Beat has been designed to tempt PS2 gamers on two levels. On the one hand, it's a packaged extension of Britney's brand and image; an opportunity for the princess of pop to add videogame sales to record sales. On the other, this brightly-coloured Bust-A-Britney is another worthy addition to the ever-expanding rhythm action genre. In short, Britney's Dance Beat plays on your ability to push Britney's buttons and on her ability to push yours.

Like most rhythm action games (most recently Mad Maestrol, Gitaroo Man and Frequency) the gameplay looks simple enough. Each audition in Britney's Dance Beat is a test of your hand/eye coordination and your ability to push the joypad buttons correctly for prance around a plastic dance mat) in fast-paced sequences.

In the game, eight buttons are utilised - the ⊗, ⊚, ⊕ and ⊗ buttons on the right of the Joypad, plus the four D-pad directions on the left. At the bottom of the screen, a rotating bar spins clockwise within a light blue dance dial. As each song starts to play, shapes appear on the outside ring of the dial, while D-pad directions appear on the Inner ring. When the rotating bar passes over one of these symbols, you have to press the corresponding button to increase your Combo points score.

The fewer mistakes you make, the higher your score rises and the better your character dances. In each audition you compete against a rival dancer. A gauge at the bottom of the screen shows who's currently winning the dance-off (le, who has made the least amount of mistakes and has racked up the highest Combo total). Like other rhythm action titles, it's all about getting the timing right and about having good reflexes, as a constant cascade of shapes and D-pad directions coalesce into a hypnotic Simon Says, Things start off fairly slowly with ... Baby One More Time, then speed up slightly with Stronger, before getting a little more up-beat and frantic with I'm A Slave 4 U. By accelerating the beat with each new song (so the symbols appear faster and more often) and increasing the speed of the rotating bar (shortening your reaction time) the basic button tapping gets more and more difficult.

Leana

FLIRTY DANCING

Raising the difficulty level by using faster songs and more symbols is only the start. The game features a total of ten auditions - the first five use shortened mixes of the featured songs, the last five challenge you to dance the full-length versions. The early auditions only throw the four Sony shapes at you. Those that follow add the D-pad directions and then tricky shape/D-pad direction combinations (ie, hold ⊚ and ←). And if this wasn't challenging enough, in some auditions the symbols morph unexpectedly into different symbols just before the rotating bar reaches them. In others, the symbols move positions on the dial



more you affect your opponent's dial.

As the game progresses, you'll have to cope with nasty combinations of shapes and D-pad arrows.

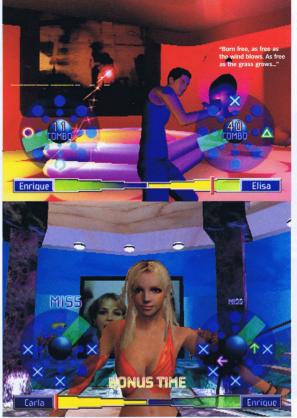
No matter where the camera moves, keep your eyes fixed on the rotating bar in your dance dial.





The eighth audition... but that cow Elisa is just too damned good. You need lightning reflexes.





The left-hand dancer has an easy sequence, but the right-hand groover could be in trouble..

A cascade of shapes and D-pad directions coalesce into a hypnotic Simon Says

to try to catch you out – break your concentration, and you will ruin your Combo score.

Each of the auditions is a dance-off against a rival character, so your button pressing can directly affect how your opponent dances and vice-versa. Successfully build up a giant Combo sequence and you'll send fizzing power-ups across to the rival dancer. These charge the character's own dance dial, adding extra symbols to make their sequences even more complicated. With all this in mind, auditions eight, nine and ten get so difficult, with such a rush of shapes and arrows, that winning requires almost Jedi-like reflexes Similarly because the accuracy of the opposing dancer affects the symbol sequence on your own dance dial, you can't learn the sequences in the Practice mode and just hope to tap them out perfectly. Beating Britney's Dance Beat requires an immense amount of practice, dextrous joypad ability and a surprising degree of skill.

Your reward for playing the single-player game is that your points total unlocks behind-the-scene footage from Britney's recent concert tour, plus interactive video where you can rotate the camera through 360 degrees. Only avid Britney fans [and we're talking the pencil case and lunchbox collectors here] will be impressed. To be honest,

three of the jump-cutting backstage peeks look much the same. There's only so many times you can watch the pop princess ride a scooter or chat with the huge security guards.

The two-player mode provides a little extra depth, but with only five featured songs (short and long versions) and only fleeting appearances by the questionable virgin herself, there's not enough longterm gameplay for rhythm action devotees. It's also worth noting that you spend so long staring intentity at the dance dial, you don't have time to take in the motion-captured choreography or the effervescent lighting. Without a Replay mode, you'll have to watch a friend play before you can get a good look at virtual Britney.

Fun, hypnotic and frustratingly tricky on those later levels, Britney's Dance Beat puts a little pop pizazz into the rhythm action genre. Fans of Ms Spears will no doubt overlook the game's lack of depth. The rest of us shouldn't. Dean Evans

BACKSTAGE PASSES

Complete an audition and you gain a points total based on your performance. As this total rises, you are awarded backstage passes that allow you to unlock and view exclusive behind-the-scenes Britney footage.



The backstage footage consists of five minutes of jump-cutting, roughedged video. Not very interesting.



On to rehearsals. More video clips to the s-s-sound of a Britney remix. An interview would have been nice...



This grainy footage is from a 360degree view of the concert. Use the analogue sticks to zoom and pan.



A game of three Britneys – CG Britney (above), 3D Britney and video Britney.

BRITNEY'S DANCE BEAT

Because Britney Spears - Challengin is brilliant rhythm ac Britneyl Britneyl Britneyl - No reward		Why we'd leave it: - Challenging but shallow 'rhythm action - No rewards for casual Britney admirers	Rhythm action fan + Britney fan = Britney Dance Beat. It's a sir and extremely tightly focused equation.	
Graphics	Good motion	-captured dancers	Ø8	F
Sound	Five songs, Again, And again, And again		Ø6	
Gameplay	Circle, square, triangle, oh bugger		07	.KJO.
Life span	Ton auditions	ditions (and number ten is a bitch)		

PlayStation 2 VERDICT







Space Veraining: 12

Use your camera to photograph anything you find in the turquoise murk. Strange place for a van...

DOUN, DOUN, DEEPER AND DOUN

With your undersea exploits limited by stamina and air supply, you need to make the most of your time at the bottom of the ocean. Welcome to the futile search for buried treasure.



The Daedalus Sea is huge, ranging from ten-met shallows around the island itself to the 90-metre depths of the open ocean To search for treasure simply press to to activate your sonar and swim towards the ping. The time it takes for the sonar ping to echo back gives you an indication of its



2. Wrecks require a different approach. Keep an eye on your alf supply as you navigate surken vessels you don't want to be stuck inside with only five most of the control of the control want to be a certain weight, so choose your bounty carefully. When you return to land, you can then have it appraised to see whether it's trash or treasure.

EVERBLUE

Capcom's deep sea disaster sleeps with the fishes.

Publisher: Capcom Developer: Arika Price: \$99.95 Players: 1 Out: Now Web site: www.capcom.com 60Hz mode: No Widescreen: No Surround sound: No

Back story

Arika, the company behind the Street Fighter EX series (Street Fighter EX3 on PS2) is the studio responsible for the ambitious Everblue. The game has been out for a few weeks already, so the fact that OPS2 didn't see a preview copy speaks volumes about the game's overall goodness.



Obtain better scuba gear and dive deeper.

Here at OPS2 Towers, we pride ourselves on applauding innovation and are always intrigued by new gaming concepts, but sometimes

developers take the piss. There are usually good reasons why certain genres have never been explored. Would you buy a game set in the exciting 35mph world of Australian lawnmower racing? Or a title that simulated the late night thrills of supermarket shelf-stacking with 3D graphics and realistic produce damage modelling? No, and quite sensibly, no. So what on earth made Capcom think that it could get away with a diving game RPG?

Like a pig with wheels or a seagull with a bombsight, Everblue is a strange beast. On the one hand, it's a simplistic RPG/adventure. Set on the island of Daedalus, you play rookie diver Leo. Your immediate world is a series of land-based locations where you can talk to the locals, sell any items you've found during your dives and purchase new sub-aqua equipment. A story unfolds as you point-and-click these sun-bleached backdrops, taking you from shallow sand sifting to deepwater wreck salvage. Like an RPG, you often have to talk to character A and find item B (to give to character A) before the story will advance another fathom. As the story unfolds, more locations become available, offering new characters and new information, and in turn new items and undersea destinations

The repetitive bulk of Everblue takes place underwater. Viewed in first-person 3D, you dive into murky water thick with sea-gunk, surrounded by darting fish, inquisitive dolphins and sand-scuttling spidery things. Think of it as the hazy-blue waterworld of Bass Strike but on a much larger scale. It's certainly atmospheric – the wheeze of

regulated breathing, the blub-a-lub-blub of rising air bubbles. You feel like Darth Vader enjoying a Mediterranean scuba holiday while the Death Star is under construction. To make things interesting (and with a nod to realism) your ability to dive is restricted by your equipment and your strength, both of which improve as you play. Regular diving increases your stamina bar, allowing you to swim further, while new equipment (bigger air tanks, fins, better wetsuits) enables you to stay underwater longer, swim faster and dive deeper.

Exploring the sunken wrecks with torchlight pilercing the drowned corridors and cabins has visual echoes of *Titanic*, but there's often little more to *Everblue* than random undersea treasure hunting. Armed with a sonar device that can be modified to detect different types of elements lie, wood or metall you spend much of your time swimming towards distant sonar 'pings', hoping to dig up more than an old umbrella or a discarded fishing lure. It's like searching for a needle in a haystack – painfully slow and tedious. It's pretty, but not much of a game. — **Dean Evans**

EVERBLUE

back within ten days

of purchase...

Why we'd buy it:
- It's the only diving game on PS2
- We can take the game

Why we'd leave it:
- Painfully slow
- Too much exploring not enough spear-gun action

enough spear-gun action

- There's some paint
drying on a wall over
here, come see!

Graphics Hazy-blue water, Boss Strike fishy 3D
Sound Kill the man with the electronic organi killi
Gameplay Dive, dig, towel-dry, sell. Repeat until bored
Life span A whole, mostly empty ocean to explore

Curious? Don't be. We applaud Everblue's bold inventiveness as we walk it along the PS2 plank and feed it to the sharks.

02 02 04

PlayStation 2 \\⊟R□\□





The hotly contested rally season claims its next mangled casualty.

Publisher: SCi Developer: Warthog Price: \$99.95 Players: 1-4 Out: June Web site: www.sci.co.uk games/rally_ championship/ps2 60Hz mode: No Widescreen: No Surround sound: No Peripherals: MultiTap

Back story

Rally Championship continues the series that was first released on the PC several years ago to much critical acclaim and commercial success. The transition to PSone wasn't easy, though, and having to compete with the likes of Colin McRae Rally and V-Rally SCI's effort was always left showered with sand as those games sned off to lap up the plaudits. Now it looks like history is going to repeat itself as, once again, Rolly Championship finds itself in the right place at the wrong

With no less than eight rally games rewing up for release this year, among them such handbrake-turning heavyweights as Colin McRae and the

safe bets of V-Rally 3 and the inevitable World Rally Championship sequel, competition for your cash is flerce. Taking an early lead as the second of these games to wheel-spin off the starting line is SCI's Rally Championship

Featuring 29 officially licensed cars, 24 varied stages and a smattering of real-life drivers, the impressive credentials for Rally Championship put it up there among its more eagerly anticipated peers. But it's the carefree arcade handling and eye-watering speed that make it so enjoyable, albeit only for short while. After taking the wheel for the first time and ripping through a few of the wellstructured courses, our thoughts turned to the possibility of a photo finish to separate this offering from the big boys - but then after prolonged play it blew a gasket, span uncontrollably off the track and was thus found out as being the gutless pretender to the crown that it really is.

Although never boasting of any great realism, we have to take issue with a succession of aesthetic blunders that hamper any aspirations the game had of getting anywhere near the winner's podium. Would a string of trackside flags assume the same properties as a metal crash barrier when you plough into them? Would race organisers attempt to make the tracks more challenging by dotting strategically placed parked cars on a blind bend? And wouldn't you lose a little speed if you hit the side of a bridge, instead of ghosting through it like it wasn't even there? Admittedly, some of these aspects would have probably been overlooked had we not been extra vigilant in our aim to determine the best rally game out there because Rally Championship is enjoyable to play.

It looks the part with a vast draw distance, welltextured surfaces and lots of subtle mud-splattering effects. Your car also suffers noticeable damage when you hit a hazard and lose control on an embankment to send it rolling down into a neighbouring field. However, despite being warned of vital components being damaged in such accidents, the performance of your car never seems to deteriorate. Likewise, despite having a packed forecourt of cars to choose from (you must win races and buy them) they all handle too similarly to warrant much experimentation. The only real improvement with each hike in category is the speed, and although you can tweak the suspension, steering and brake response, you won't even need to change your tyres until you're on the final track of the first championship - a good hour and a half into the game.

Rally Championship is a passable introduction to the genre and novices would undoubtedly benefit from the ease of use and crisp handling. but what with the throaty purr of McRae's Focus echoing over the hills, serious drivers would be hest advised to wait a little longer for the undisputed king to reclaim his crown.

Ryan Butt







RALLY CHAMPIONSHIP

Why we'd buy it: vides a good sultably slippery arcade Varied courses and 29

licensed cars

Why we'd leave it:

Not much lasting appeal We'd rather wait fo Colin McRae Rally 3

A fast-paced, playable racer but ultimately its true worth is only to while away the time until

Graphics Fast, detailed. Impressive pop-up free horizon Forgettable tunes are drowned out by engines Gameplay Gripping, satisfying, but aesthetically flawed

PlayStation 2 VERDI

ANTZ EXTREME RACING







ANTZ EXTREME RACING

Another animated movie licence goes karting, but do you really want to go along for the ride?

Publisher: Vivendi Developer: Empire Interactive Price: \$99.95? Players: 1-4 Out: July Web Site: www.empireinteractive.com 60Hz Mode: No Widescreen: No Surround Sound: No

Back story

Empire Interactive already has a number of PlayStation2 titles under its beit. The stylish C-Con blaster Endgame is the company's most impressive effort yet but it was also responsible for Wictorious Boxers and the quirky Kurl Kurl Mix. Surprisingly, El has also secured the rights to bring Sega classics Crazy Taxl and Wirtua Tennis to PC.

Taking movies that have absolutely nothing to do with racing and turning them into karting games seems about as logical as *Harry Potter Gol*f or *Star Trek Scrabble* but that never stops

the developers. It doesn't matter how unsuited to karting the movie's plot is, nothing is safe. Star Wars, Toy Story, The Muppets and Warner Bros cartoons are just a few of the recent victims.

So what happened when Empire Interactive scored the rights to an aging animated movie licence that had nothing to do with racing? It doesn't take much to work this one out. You guessed it; Antz Extreme Racing.

Putting aside the developer's dubious brainsforming skills, *Antz Racing* does at least add a few new wrinkles onto the established formula. As well as racing with karts, the characters ride on the backs of crawling and flying bugs, race on foot and even slide down muddy mole hills on leaves.

Everyone knows karting Isn't any fun without weapons. Machine guns and heat-seeking rockets wouldn't fit and banana skins and turtle shells would be too predictable, so these Antz use killer bees. Drive over a flower on the track and your character will be randomly equipped without of the many trained bees. Green bees fly after the leading racers and sting them; red bees drop suspicious looking mounds of stuff on the track; purple bees, being related to those bugs on the V commercials, give you a rocket boost; and for some unexplained reason white bees surround your character in a protective shell for a few seconds.

The variety of action on offer in Antz Racing does edge it a little ahead of the majority of karting clones out there. The go-kart levels feel disappointingly familiar but the on foot races change the style completely. The emphasis in these races is to jump over hurdles made out of grass fences or to hop across stones in a pond, while avoiding obstacles like the searing beam of a magnifying glass or the deadly splat of a fly swatter. Aimling the fly swatters and magnifying glasses are troublesome kids who appear hundreds of metres tall to the pesky Antz

These kids also do a good job of hammering home the realism of the miniature world of the Antz. Nothing

makes you feel small like being blown halfway across the course by a gust of wind caused by the stomping feet of a brat throwing a tantrum.

The SSX influences are apparent in the snowboarding-style levels in which characters board down mudsildes using leaves. In this mode tricks like 180 degree spins can be used to trigger handy turbo boosts. Unfortunately, that's as far as the similarity goes, because after a few runs the novelty value is lost to the sluggish controls.

Other than the disturbingly inconsistent frame rate the game recreates the movie's visuals well. A decorated Antz war hero speeding through a jungle of towering grass stalks and huge pebbles on the back of a dung beetle is as confusing as ever but at least it looks accurate

Probably the most surprising thing about Antz Extreme Racing is the quality of the background music. Instead of a dull collection of drum-heavy tunes, the developers have recorded a really catchy collection of tribal pieces that suit the earthy feel of the game perfectly.

Antz may not blaze over the finish line ahead of every other PlayStation 2 karting clone but it's neck and neck with most of the contenders. To date, it's as entertaining as any karting game available. Mums after a solid kids title should consider Antz but any racing fans old enough to tie their own shoes should look elsewhere.

Narayan Pattison

ANTZIPATION



its beeff only years source the tongent wind movies this chemes around the world. At that there it was stacked up against the more successful Densy/Pear A Bug's Life and didn't receive as much attention as it deserved. The untarpoy Z volced by Woody Allen, wanted more out of his doull file as a worker and. His discontent led him to break out of the colony and unwitingly lead a revolt against the corrupt General Mandble, Anto Externe Raching shall a ball offer but it looks like fans will have to keep waiting for the utilitate Anta Weloopane.



ANTZ EXTREME RACING

Why we'd buy it:

- Accurately recreates
the look of the movie
- Decent four player

Why we'd leave it:

- Lacks any originality

- The insect-inspired
weapons are lame

It's far from extreme, but Antz Extreme Racing is a bit of decent fun and it serves a treat when it comes to keeping the kids busy.

Gameplay Rates alongside similar kart games

Life span Decent pamers will easily conquer

07

PlayStation 2 √ER□I□T

77



The Rail Gun will produce huge explosions on later stages in the game.

Carry on camping? Not with flammable tents.



750m.

It is possible to zoom in on enemy infantry and sever limbs to comic effect.

Master the controls in FireBlade and the destruction will become very satisfying.



1 300 10000E T

Several views can be selected to enhance your enjoyment.



it **(a)** to operate the Cloaking device. Everything ows down, but you get the opportunity to sneak



Press to to zoom in on distant enemies. On some



ing
calls up your Thermal mode. This device ou spot enemy infantry – even in the dark.



It's not the size of your chopper, it's what you do with it that counts.

Publisher: Midway Developer: Kuju Price: \$99.95 Out: Now Players: 1 Web site: www.midway.com 60Hz mode: No Widescreen: No Surround sound: No

Back story Kuju built its reputation on fashloning hardcore flight sims for the PC market and more recently it released the excellent, though slightly nerdy, Microsoft Train Simulator. FireBlade, however, is just one of the company's games released on PS2 with the much anticipated Reign of Fire (published by BAMI) soon to follow this September.



Remember the seminal Desert Strike on the Sega MegaDrive? Its mix of arcade action, tactical depth and slightly dodgy gung-ho morality made

it the most famous helicopter videogame since Choplifter. There have been many valiant attempts to dethrone Desert Strike since its release in 1992, but, arguably, none have succeeded. Even Core Design's polished Thunderhawk series falled to introduce many gameplay innovations.

The first thing to note about FireBlade is that it has many similarities to Desert Strike. The emphasis is firmly on quick reflexes and large explosions. Weapon targeting and selection is similar and there's even the ability to take out secondary targets should you wish. But, most Importantly, it feels like Desert Strike - which is no bad thing. Whether or not Kuju consciously made the decision to adopt similar gameplay mechanics to the classic MegaDrive title is open to debate. However, seeing several enemy units explode under your machine gun-fire certainly delivers the same level of satisfaction.

And now for the plot - or to be more accurate. lack of It. Thankfully, Kuju has kept the cut-scenes and dodgy morality to a minimum. Although there is a gossamer thread of a story to link the missions together, all you really need to know is this: red side bad, blue side good. Rather than detract from the experience, the decision to concentrate solely on the gameplay proves particularly refreshing.

A number of innovations put FireBlade ahead of the competition. EMP bombs, a cloaking device, turbo speed and telescopic weapons for picking off distant targets empower the player with a chopper to shame even Jan-Michael Vincent. You also get the opportunity to man two kinds of

helicopter: the Vendetta (an attack chopper with superior firepower) and the Talon (a transporter craft with the ability to pick up troops). Although the player doesn't actually get to choose which helicopter to use, the varied weapons, gadgets and craft add variety to the missions

At first, the controls can be quite difficult to get used to. The left analogue stick controls the rotation and forwards thrust of the helicopter, while the right allows the player to strafe and Increase/decrease altitude. But one of the pleasures of FireBlade is eventually learning how to master the Vendetta or Talon. Once you begin to skilfully dip underneath enemy missiles and strafe around dangerous targets unleashing a lethal payload in the process, the game really comes to life

The major criticisms of FireBlade are that it's visually uninspiring and too short. And though It's possible to go through and win all the medals, it's debatable whether this is worth your time when there are so many other good PS2 games on the market. This will be a blast for Desert Strike fans, but may not appeal to everyone.

Mark Walbank

FIREBLADE

Life span Little replay incentive

A refreshing arcade-style shooter with plenty of novelty gadgets to keep things varied. Just a pity Why we'd buy it:
- Satisfyingly destri Why we'd leave it: - Neat gizmos and Visually bland, with gadgets There are few helicopter muddy textures - No Jan-Michael Vincent it's not very pretty games around Graphics We expect better on PS2 these days Sound Great explosions, terrific gunfire Gameplay | Solid destructive mayhem

PlayStation 2 \□□□

Playing in the garden isn't like it used to be...

The new guns at the local skirmish joint get crazier all the time.

Agent Kay freaked out at the first rave he ever went to...



MENIN BLACK 2: ALIEN ESCAPE

The Men in Black try and teleport the fun of old school shooters into the current 3D arena.

Publisher: Infogrames Developer: Melbourne House Out: Now Price: \$99.95 Players: 1 Website: http://www.mib2game.com/ 60Hz Mode: No Surround Sound: No Widescreen: No

Back story

Games based on the original MIB film and cartoon series appeared on the Gameboy, PSone and the PC. Now Melbourne House have taken up the MIB gauntiet They are regarded as one of Australia's most promising game companies for their work on Space Race and Le Mans 24 Hours.

In the new 3D age of gaming the mindless shoot-em-up seemed to be going the way of the dodo, a shame considering shoot-em-ups like *Contra*

and Raiden are amongst the best of all time. Seeing this deficiency in the market, infogrames and Melbourne House have fused the idea of a cognitively undemanding 3D shoot-em-up with the new Men in Black 2 license. The mixed results show some teething problems.

You jump into the game to observe an intergalactic prison ship crash into Earth and release a large number of criminal allens. It's a typical MIB styled story. Agents Kay and Jay, are modelled after Tommy Lee Jones and Will Smith respectively. From here you select which agent to use and are then thrust into a 3D environment, packed with allens to dispatch. The game looks fine, and features decent cartoonish textures layered on simple linear levels, the aim of course not having to navigate through tough obstacles or solve puzzles, but rather to shoot just about everything. It's here that the game reveals its first flaw – pamenlay.

Now, a straight shoot-em-up, needs to have solid yet simple gameplay that does the whole 'point, shoot and dodge' thing really well. Allen Escape lacks this. Using a 3rd person perspective, players will immediately find unintuitive controls. Instead of using both the Dual Shock's analogue sticks to aim, AE has you controlling the direction of your character with the D-pad or left analogue stick, whilst you strafe with the shoulder buttons. There are a few things wrong with this. Firstly when coming up against some heavy fire you can't turn quick enough and find cover and secondly, you don't have any way in whilch you can manually aim up or down. As long as you aim towards a

opponent the auto-aim will do the rest, but this removes the principal element of 'aimling' from the game, crucial to creating the fun-factor in a 3D shoot-em-up. The control of your character is further hindered by the insertion of a roll instead of the usual jump move that would have provided players with that extra dodge ability. AE lacks the fun of running into a melee with your guns blazing whilst you continually jump around your opponents, spraying them with plasma rays. The player ends up entering a fray and feeling locked in to using the sluggish strafe moves as the only means of avoiding enemy fire.

Apart from the mandatory weapon power-ups a cool feature that the guns possess is a lock-on function, where you hold the fire button down till a target pops up on your hunted foe. Unfortunately for AE, the game gets dull far too quickly. There are too many levels where the game just has the player move through it, taking out enemies and that's it. Granted there are a few boss encounters and these are welcome, but AE needed to bring some original lideas to the table, as well as a decent control scheme.

James Ellis



MIB 2. Alion Escape seems to be a bit cheeky in existant to how at these to appear longer than it really is relation to how at these to appear longer than it really is. The garne offers the player two characters to play the garner through with Aperis Key and Jay, but they appear the control of the provided of the player than the player than the player player

MEN IN BLACK 2: ALIEN ESCAPE

Why we'd buy it:
- some brain-luiling fun
to be had
- MIB fans might dig the
style

Why we'd leave it:
- unsuitable and sluggish
controls
- gets boring quickly
- Max Payne is better

Graphics The cartoony textures work with the title
Sound Weapon effects look great
Gameplay Voice-overs fits right into the MIB univers
Life span Gets boring far too quickly

Some nice effects in this game can't save it from eventual monotony. If you like shoot-em-ups though, it's probably worth a rental.

Ø5

PlayStation 2 \\□\□\□

ANGLER :: IRON ACES 2: BIRDS OF PREY



The missus is going to be real pleased once you haul this gem through the front door...



It's a good thing that these fish are so damn hungry... No need to worry about snags either!



Pack the flah repellant and taylet paper Mahm! Whees are gohna fishin!

Publisher: Xicat Interactive (US) Price: \$89.95 Players: 1 Out: Now Web Site: www.xicat.com/gam es/TopAngler.htm 60Hz Mode: No Widescreen: No Surround Sound: No



Aiming to highlight the fun of fishing by trimming down the boring bits. Top Angler tries to be the NFL Blitz of fishing games. The presentation

Instantly feels as though it would be right at home In an arcade, as players are whisked straight from choosing one of the game's modes including; Arcade, Tournament, Challenge and Practice to being thrust out on a dingy amidst stagnant water. ready to select a lure and cast. Excited?

It is here that the game reveals it's (ahem) gameplay. You launch your lure then walt for the view to switch to "lure carn" as you tap and hold the Circle button, bobbing and recalling the lure in a bid to attract some fat fishles. They may not take the balt first time around but don't despair, the fish In Top Angler must know that they are in an arcade game, so they act more famished than ordinary video game fish, and you'll soon reel one in.

Unfortunately despite the game's intentions to be a more action-packed fishing game it still manages to be boring. Whilst the time it takes to catch a fish is greatly diminished, due to the fact that you can see them from the boat, they actually seem too easy to catch. There are few line breaks and this all translates into little excitement when finally pulling a catch on board. Fishing games should really be about hunting for good places to cast and providing enough challenge in reeling them in to create a special 'Kodak moment' when you bag a beauty. Top Angler does none of that, - James Ellis

There are some fish 'hot spots' - like near pylons.

TOP ANGLER

Why we'd buy it: ell...we wouldn't

Why we'd leave it: There's just no game here.

Graphics 25 No kooky Sound

Life span

peripheral? That's
the best part about Gameplay ∅∃

Ø∃ fishing games!

PlayStation 2 \IFR□





More smoke than touring with Cypress Hill. Can you believe it?



This is one Mile High Club you don't want to get mixed up with

Publisher: Xicat Developer: Kad Price: \$99.95 Players: 1 Web Site Surround Sound: No



Iron Aces takes PS2 fly boys back to the dogfighting glory days of World War II. Back then pilots couldn't rely on simple point and click missiles. They had to

outwit enemy planes with aerobatics and get in close enough to use their machine guns. Later in the game modern-day fighter jets do make an appearance but it's clear that the developers are much more interested in the earlier classics. For a bit of fun the game also includes a Free Battle Mode that throws the history book out the window and allows you to pit state-of-the-art jets like the FA18 Hornet against vintage planes like the P51 Mustang, These battles don't last long but they do have some novelty value

After a few straightforward one-on-one combat

missions, the game throws players into the thick of serious battles with tens of enemy fighters on their tall. Later missions require strategies like luring enemies back to base, where anti-aircraft guns await,

Any potential this game had is shot down by horribly last-generation graphics. After the stunning, photo realistic terrain in recent PS2 flight sims like Dropship and Ace Combat 4, Iron Aces' flat landscapes and ugly textures are just embarrassing Maybe the development team hired the worst graphics programmer in England or maybe they were too busy playing with model planes to even notice the PS2 came out. It doesn't really matter. What does matter is that there are plenty of superior simulations out there that can save you from this sub-standard effort.

Narayan Pattison

There are some cool older-style craft to be unlocked. Pit them against modern iets!

IRON ACES 2: BIRDS OF PREY

Why we'd buy it: If Australia was out of stock of Dropship

Why we'd leave it: · Lack of multiplayer or replay value

Graphics 24 Graphics and

Sound Ø5 gameplay feel as Gameplay Ø6 dated as the game's Life span 🛛 WWII Mustang



PlayStation 2



There are some decent players involved, but just shy of the Virtua Tennis 2 roster.

good tennis game indeed, but is it Grand Slam material?

Publisher: Infogrames Developer: Infogra Price: \$99.95 Players: 1-4 Out: Now Web site: 60Hz Mode: No Widescreen: No Surround Sound: No Perinherals: MultiTan

Anyone who has ever played Virtua Tennis will be right at home when they first play this title. When you first see the players you'll see that apart from this

game's blurrier graphics, Slam Tennis sports almost identical player models and animations, you even get a VT like power bar when you serve. It's an obvious derivative of Sega's game complete with a few cosmetic corrosions, but it also has improvements too. For instance, whilst there aren't as many big name tennis stars, there have been a number of improvements to the available shots.

The most obvious new shot is the Slam shot. Whilst engaging in a rally, players have a Slam bar that builds with each successive hit. If you fully charge your bar then you can unleash a Slam shot that turns the innocent green tennis ball into a small flaming meteor, almost always producing a winner. Other inclusions include a handy cursor that shows players exactly where a lob will land taking the guess work out of smashes and the ability to slice the ball from anywhere. Slam Tennis also features extra modes consisting of novel on-court objectives like bursting bubbles or racing against the clock and slotting balls through rings. These modes are trivial, but they do enhance your skills.

Slam Tennis plays a good arcade styled game of tennis and the variety of shots will keep players scheming. Whilst it is the best tennis game on PS2 at the moment, tennis enthusiasts might want to hang tough for the release of the superior Virtua Tennis 2. | James Ellis



Well-animated, this is a very strong game that will satisfy all who come across it.

SLAM TENNIS

Life span ØB as it does back.

Why we'd buy it: Why we'd leave it: - Virtua Tennis 2 is - Solid arcade tenn - Good multiplayer coming

Graphics Ø5 An enjoyable slam-Sound Ø5 fest that takes as

Gameplay ØB many steps forw

DANTE/FONTE

PlayStation 2



Players: 1 player Price: \$49.95 Release Date: 16 Aug Website: www.scea.com 50/60Hz switching: No Widescreen: No Surround sound: No



title character in a third person platform adventure. With the help of his friend Margalo the bird, Stuart has to

recover stolen jewellery and defeat the evil falcon named 'Falcon'. Or something like that.

The game closely follows the plot of the forthcoming film, and upon completion of each of the seven levels you get to watch scenes from the movie which can be later viewed at your leisure.

The game plays as almost a carbon copy of the Toy Story 2 game released on PSone, with Stuart able to pull off the exact same jumps, spins, climbs, zip line rides and first person targeting that

Sadly the bulk of the gameplay is terribly dull. It consists of wandering around such exciting

the sewers, to upstairs in the Little family home. Help comes in the form of Margalo popping up at various points to give you encouragement and hints on what to do next, but even her excitement seems a bit put-on when she congratulates you on collecting your sixtieth cat food biscuit.

While the levels are quite large, they still remain linear in the sense that there aren't enough things to do apart from collecting items. Breaks from the main game come in the form of flying planes, racing bugs and skateboarding but these sections are too short and easy, and offer no real rewards.

Mature gamers won't take to it but even some youngsters will find themselves feeling rather disappointed. A shame, that.

Tristan Ogilvie

PS one M

STUART LITTLE 2

Why we'd buy it: Why we'd leave it: He may be cute, but his Bad platform games are playable for a while. game is a little sick!

Graphics Ø7 Not the game that we hoped for, but PSone owners will find some life in it Life span Ø5

PlayStation 2 VERDI

NEXT MONTH IN THE AUGUST ISSUE OF PLAYSTATION © 2

STUNTMAN

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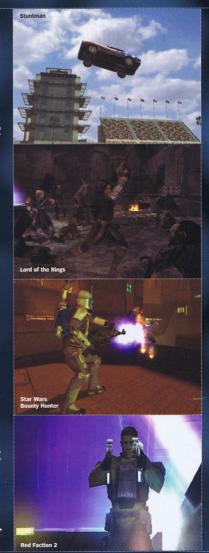
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OFFICIAL PLAYSTATION 2 MAGAZINE: SEPTEMBER ISSUE 06 ON SALE: 21 AUGUST



Edited by: Richie Young PRINT / PRINT / MUSIC

When you're done playing, here's what you might like to watch, read and listen to...

Text: Karl Witherston/Lee Hart/Ben Walsh/Mark Wright/Andrew Wheeler



SPEED: SPECIAL EDITION

FOX / OUT NOW

Film: From the moment mad Dennis Hopper lets off his first bomb, to the final confrontation with Keanu on the roof of a tube train, Jan De Bont's perfectly-titled action romp just never stops. In the middle is the film's showstopping idea: a bus filled with panicking commuters and rigged to explode if its speed drops below 50mph. Unless, that is, bitter ex-cop Dennis gets the cash he's demanding.

With cute, kooky passenger Sandra Bullock taking the wheel and Reeves wandering about looking confused, we get comedy and flirting as well as unstoppable action. Breathless setpleces come thick and fast, from Keanu's death-defying attempt to get aboard the bus, to the laws-of-physics-breaking leap across a 50-metre gap in the freeway. And when the pace does drop for a few seconds, the scenery-chewing Hopper and the chemistry between Reeves and Bullock keeps the movie firmly on track.

Even though it takes us on one adrenaline

ride too many (the final cat and mouse

encounter on a runaway tube train feels like it's been tacked on as an afterthought) Speed remains an exciting victory of high concept over common sense. Just stay away from the turgid sequel, for God's sake. LH Features: A Special Edition-sized chunk of extras includes three featurettes covering the visual effects, the stunt work and an 'on location' look at the actual shooting of the film. There are separate interviews with the principal cast (compiled during the shoot), six extended versions of existing scenes, plus commentaries by De Bont and Producer Mark Gordon, accompanied by Writer Graham Youst. Verdict: Equal parts dumb to fun, Speed is one Hollywood blockbuster that actually deserves the "high-octane rollercoaster of a

movie" quote on its poster. 7/10



BLACK HAWK DOWN

COLUMBIA / 21 AUGUST

Film: If you don't already know the lowdown behind this film, here's a one sentence rundown - It's based on a (in)famous US military raid that went fatally wrong in Somalia in 1993.

No doubt, the movie plays toward the strength of the American military and indeed US nationalism. It does however, manage to portray the events well, and the big budget allowed for some superb and brutal effects.

'War' movies aren't everyone's cup of tea and the realistic depiction of war can be seen as both the primary strength and one of drawbacks here. Since the movie was released, most discussion has surrounded how graphically the battles have been depicted. In particuklar, look out for the superb cinematography and our very own Eric Bana. It also does give an insight into the character and fabric of real-life soldiers.

Features: An excellent (while rather short) on-the-set documentary has been included. Another Special Edition is likely to be released prior to Christmas as well so we'd suggest to big fans that they should wait for that one.

Verdict: The film itself is superb and if you can't wait until Christmas, then you should go for it. 8/10

ALI

ROADSHOW/ OUT NOW

Film: If you want a boxing film, we'd bypass this and go straight to Raging Bull. This is more a look at the 'life' of All, one of America's most iconic figures and a symbol to many for Black rights - not a bad thing at all, really.

All takes a look at the Man's life, through a ten year chunk of his most formative years. It takes us right through the controverises that surrounded his stance on religion, equal rights and the Vietnam War right through to of course, to his many triumphs inside the ring.

Will Smith won an Oscar nomination for this performance and deservedly so. in capturing the essence of such a large character as Ali, he managed to pull it off rather convincingly and we're ready to argue that no other actor on the planet could have done a better job.

There's plenty to be commended here, but it's let down in various aspects and ommissions from his life and some critcs who believe that it's also flawed with inaccuracies. KW & MW

Features: Michael Mann's direction is great and you get a great look behind the scenes in the behind-the-scenes featurette. The commentary is standard fare and it's topped off with interviews, a trailer, production notes and cast bios.

Verdict: The greatest of all time? No. 7/10



THE GREAT ESCAPE: SPECIAL EDITION

MGM/ OUT NOW

Film: Based on the remarkable true story of 250 allies attempting to tunnel out of a German POW camp, Director John Sturges took this gripping tale of WWII derring-do, added a huge all-star cast and a thumping Elmer Bernstein score, and finished up with one of the best examples of rollicking Hollywood escanism you'll ever see.

Packed with action, drama, laughs, tragedy and more memorable set-pieces than you can shake a pick-axe at – 'Cooler King' Steve McQueen's motorbike jump, tunnel expert Charles Bronson's chronic claustrophobia, we could go on and on – there's no escaping the fact

that this is timeless, 24-carat entertainment. It probably won't have strong appeal to new audiences, but this is a classic that should be seen by movie-lovers at least once. LH

Features: Documentary *The Untold*Story reveals just how accurately the film portrays the real-life escape, as well as focusing on the making of the movie.

There are two more documentaries on the historical facts behind the story and a cast and crew commentary which is actually just a load of old recollections cobbled together.

Verdict: Epic WWII action, as welcome and familiar as a nice cup of tea. 10/10

THE FUGITIVE: SPECIAL EDITION

WARNER BROS/ OUT NOW

Film: The Fugitive In many way, can be seen as one of the last blockbusters to really put list stuntwork ahead of effects. For those yet to see it, it stars Harry Ford and Tommy Lee Jones (the latter particularly impressing).

Don't mistake this movie for one with deep characterisation. Without doubt, it's a chase movie, in the true sense of the definition. Old Indiana Jones is far better when he's running about than when he's playing the overwrought wildower and wrongly accused man.

The momentum doesn't quite hold up for the full stretch but with all that

running around, you'll really be grateful for the rest. AW

Features: There are a couple of extra features attached to this one, and each gives another insight into the premise of the movie's occurrences. The nine minute 'Anatomy of Train Wreck' looks into the logistics of re-creating the train crash and 'On the Run' is a more behind-the-scenes look. A very basic cast and crew list is there and there's the obligatory commentary to boot! Verdict: Not so much a special edition as you would expect. It's more 'the least you'd expect from a DVD'. A fine movie.

and an acceptable disc. 8/10

» DND REVIEWS



THE LOST WORLD

ROADSHOW / OUT NOW

Film: It was easy to miss this series when it was played in Australia earlier this year. It was a massive hit in the UK though, and rightfully so.

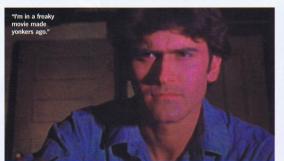
At the core of the story are four British explorers who plunge into the Amazonian rainforest in search of a lost plateau and the dinosaurs that allegedly lived there. To make the story more palatable for modern audiences, a few politically correct enhancements were made.

The special effects team that made

Walking with Dinosaurs and Walking with Beasts is in rare form, and the monstrous thunder lizards that our heroes ultimately encounter look very realistic. JC

Features: Director Stuart Orme and Producer Christopher Hall present a highly technical analysis of the production process. Hear the adversity of the New Zealand shoot, and the nuts and bolts of making a modern mini-series like it was set way back in 1912.

Verdict: A ripping yarn. 9/10



EVIL DEAD

ROADSHOW / OUT NOW

Film: Five college kids arrive in a remote woodland hut, find a book of the dead, turn into zombies and then kill each other in gut-churning ways. This premise may sound like standard early-Eighties horror fare, but Sam Raimi's low budget debut is a class above the average video nasty - injecting wit and cynicism into the bloodstream before spraying the stuff all over the screen.

Unlike Scream however, The Evil Dead is just earnest enough to remain unsettling. And while Evil Dead II is undoubtedly lead character Ash's finest hour, this cheap and nasty little shocker is landmark stuff.

Movies like this one have somehow become long-forgotten but there's plenty of story-telling merit in such slashy horrors. No doubt, the budget or time didn't allow for the horrors that we enjoy today, but The Evil Dead really started to kick off the whole phenomenon. LH

Features: Two commentaries, the first by Sam Raimi with producer Rob Tapert, and the second by the film's infectiously enthusiastic star Bruce Campbell. Also behind the scenes footage and outtakes, plus two featurettes:

Bruce Campbell's Fan Analysis gives us an insight into the weird world of a B-movie hero (complete with freaky fan conventions); and Discovering Evil Dead covers the origins of the movie

Verdict: Horror, action and sick humour mixed to genre-defining effect. 7/10

>> MI ISI



SLEEVENDTES(0)

Using the power of your PS2 with this month's best CDs.

ROLLINS BAND Live in Chicago (FM Records)



Lowlights: There's

DJ SHADOW The Private Press (MoWax)

Who? A D.I that is to



Verdict: Musically

OAKENFOLD Bunka (F



Lowlights: The whole who once had of talentt. 3/10 new depths.

Verdict: A shockingly misguided, dated and pompous serving serving of flavourless

MUSE Hullabaloo [

AND

YOUNG,

SICHIE

SAM



lighlights: When it

Verdict: On these chilly mornings, the last thing you want or indeed need is to listen to this kind of earnest, turgid

THE GET UP KIDS on A Wire [Mushroom]

Who? Unassuming



Highlights: Many

Lowlights: The middle | Verdict: This album is

» ALSO RELEASED

DEFAULT Deny (FM Recrds)/Freestylers Told You So (FM Records)/Soulwax 2 Many DJs [FM Records]/Roots Manuva Dub Come Save Me [Big Dada]/Shivaree Rough Dreams



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CLONE WARS: CAN SCIENCE BRING THE TASMANIAN TIGER BACK FROM THE DEAD? **POWDER HOUNDS: WHAT YOU SHOULD BE TAKING TO THE SNOW THIS SEASON** SHARP ZAURUS SL-5500: THE FIRST LINUX PDA TESTED AND RATED **PLUS:** ALL THE LATEST GEAR AND GADGETS REVIEWED!

YOUR ESSENTIAL GUIDE TO THE CUTTING EDGE

ON SALE JULY 24!



This month includes: a soccer hooligan and a pair of freaks angry at NTSC developers.

THE LETTERS ARE FLOODING IN NOW SO KEEP THEM COMING IF YOU HAVE SOMETHING TO ASK OR SAW, WHITE TO US AT OF SOME DEFENDING WARROOM AND OR SEND SHALL HAUL TO OFFS, DEFENDENT HOWARD PHY LTD, PO BOX 1037, BONDI JUNICTION, NEW 1955. THE WINNER OF THE STAR LETTER EACH GENES GETS A GAME. A COOD CAME. OF OUR CHOOSING, JUST REMEMBER WE WANT INTELLIGENT INFORMED LETTER AND COMMENTS FLEASE, TO RAMINE, NO MY CONSOLES BETTER THAN YOURS STUFF, NO WHEN IS CAME XXX OUT? ETC. AND FOR MERCY'S SAKE, USE THE SPELLCHECKER IF YOU SEND YOUR LETTER BY EMALT.—THEN WE MIGHT, TOO, WE RESERVE THE RIGHT TO TRUNCATE, HACK AND SLASH YOUR LETTER.



STAR LETTER

I have been reading issues of your magazine for quite some time now, but had to write to you to vent my fury at the way in which gaming seems to be headed. My purchase of *Spider-Man* was the final straw. Has gaming become the medium in which would-be movie directors now have a 'stage' to show their talents at the sacrifice of longevity in gaming? I would normally struggle through games but with *Devil May Ory* and now *Spider-Man* as my last two purchases, I have been able to complete the games in under 8-12 hours [not-good-enough value].

The game developers should wake up to this because more and more people like myself will just rent games and only ever buy the game if it shows some legs. Sorry to sound so negative - the PS2 is a great console - but you can only spend so

much money before you start to feel burr Richard Matthew, SA

As a consumer you do have a right to be disappointed and things can only change if you voice the issues that you feel strongly about. However, there certainly are many aspects to this issue that need to be considered.

For one, there has never been a rule about how long games are meant't ob. Certainly, many games are becoming far more cinematic (thus, being closer to a movie experience than that of a 'traditional adventure game! and this is the case with Spider-Man. OPS2 knows for a fact that this is exactly as the development team intended. Also, some gamers do take longer than others. OPS2 will make sure we pass you'll make sure we pass you more thail.

LISTEN HERE SONN

Terrific magazine. Hey I was wondering, I am really hoping to get a job when I finish school and University making video games for a video game company (Square, Konami). I know I'm setting my sights a little high but I'd like to know which subjects I should be taking in high school and University. I'm in year Nine and I've decided to take Graphics and Computer. What subjects do you think I should take in later years to get me on my way?

Sam Dixon, via email

We applaud you for setting your goals! Don't assume that they're too 'high', because by doing that you won't think that it's a realistic goal that is achievable!

Many Australian Universities are now offering specific courses that are right up your alley. They range from traditional programming' to some designed specifically for game programmers!

Check out the latest UAC Guide to find the best course for your needs. It sounds like you are headed toward programming so people with a strong mathematical grounding would make an ideal candidate.

IT'S ALL ABOUT HAAVING FUN.

With the recent release of two new consoles in the gaming market, there is more talk about graphics than ever before. These days,

all one seems to hear about is graphics! Which console's games look best? Who spotted those jaggles? Who knows what anti-aliasing is? WHO CARES! With this blind devotion to improving graphics, developers are overlooking the most important aspect of a game - the gameplay. Games these days just don't seem to hold my interest like some old Commodore 64 classics of old (Chosts in Goblins, Jumpman, Double Dragon - I could go on for days!, Sure, graphics are important and can set one game apart from another, but enough's enough - GAMEPLAY FIRST!

Retro Gamer, via email

Good call, my friend. Better graphics are something that will naturally get better over time and developers should start paying more attention to gameplay elements again They're important when adding to the realism; but that's no good if the 'game' only succeeds in putting you to sleep!

PUTTING THE BOOT IP

Congratulations to the *OPS2* team. The new mag format is better than previous attempts and I love your honest reviews and kick ass demos, so keep it up. Although it's probably a bad time to bring this up with World Cup fever still lingering but I just can't help addressing the fact that so many games developers are putting so much effort into

the abundance of soccer games. No I'm not trying to make any enemiles as I enjoy the odd bash at IFA or This Is Fotall; but out of all the PS2 games out there take a look at how many similar games we have available! International Superstar Soccer, ISS 2, Red Card Soccer 2003, IFIA 2002 and World Cup, International League Soccer, LMA Manager, This is Soccer 2002, UEFA Championship League, Challenge 2001 and Pro Evolution Soccer. Then we have David Beckham Soccer, Soccer Mania, FIFA 2003 and Kick Off 2002!

Seriously, how many soccer games do we really need? I just can't help thinking that with so much time, money and valuable resources being directed at soccer games other gernes would have to be suffering. Making a great game takes a lot of effort. Can't developers realise that instead of making such similar games to compete for top spot in one platform they could be creating a whole new one, or improving others to the quality that they deserve. Wouldn't we all prefer to have a broader spectrum of different games available than so much of the same thing?

Greggos B, NSW

You make an excellent point, Unfortunately, the fact remains that the value of the dollar does reign supreme and with soccer being the world game', game developers everywhere are trying to ride the soccer cash wave.

No doubt, soccer fans are in heaven as they are spoilt for choice but it would be great to see game developers pooling their resources into other genres. What does everyone else think?

GIVE IT TO ME, PAI

I'm writing about the subject of why we have to wait so long for games to be converted to PAL format (from NTSC) and why we are given inferior product. Recently, I got so sick of waiting for Final Fantasy X that i decided to take matters into my own hands by ordering a modchip from Hong Kong and buying a US NTSC version of FF X I wasn't dissapointed. The game is one of the best on PS2. I had already completed it by the time it hit the shelves in Australia. Out of curiosity, I hired it and the differences (while not huge) were noticeable. For instance, a couple inches of black borders at the top and bottom of the screen... was it too hard for the developers to convert it to full screen? In general, the gameplay was only a tad slower. It got me thinking as to what other games I have had this problem. Is it just a lack of effort from the developers or is there some reason why they can't convert them to full screen? And why do we have to wait so long for them to

be converted?

Lee Tilbrook, via email

You truly are a freak.
Converting games from one format to
another to meet the various international
standards poses many issues (they amount
to too many to list here!). You should also
remember some games are made as PAL
games first, and NTSC countries must walt
for them. This knife cuts both ways!

WE GOT GAME

Recently, the biggest subject amongst gamers is the lack of Japanese and other overseas games on the PAL system. With the release of Metal Gear Solid 2, Zone of the Enders and soon ZOE. 2, the Interest in foreign games has increased substantially.

I'm surprised at the huge variety games in Japan. I'm even more surprised at the lack of these games appearing on the PAL system. Does the game industry believe that there's no market for Japanese games on the PAL system? The success of MGS 1 and 2, ZOE should have proven them wrong.

However, I'm not concerned with all the games from Japan. Being a fan of Japanese anime's and Manga Films, the only games I'm interested in are those based on Japanese animes. Specifically, games of the Glant Mech type. There's a huge amount of games based on the anime *Gundam Wing* yet none have appeared on the PAL system. The closest I've come to this type of game is ZOE Don't get me wrong it is an excellent game but it's the only one of its type. Sure there are more mech games out there but they are all first person view, not 3rd person, and the mech don't move the same as the ones from Japanese animes.

I understand that there are a number of different reasons why we don't get Japanese games on PAL and it's not because there's no market, we've already established that. Some say it due to the language barrier, having games translated and the dialogue recorded in English costs a lot of money. I don't really mind reading the occasional subtitle though if it means we get more Japanese anime games.

Iceburg, via email

You truly are a freak as well Without doubt Japanese gamers do have a huge library of games available to them. Don't forget though, that many of them are for very, very niche markets. Four point about having a market here is dubious though. No matter how good a game like Z.O.E. is, it doesn't get the commercial attention that a mainstream' game like GT for example! would attract. Anyone agree with Iceburg' Email us, and well get your message heard.

Tips, tactics, tricks, cheats. Want to rip your new games to shreds? Welcome to the section that's strictly for the HardCore...



Having spent the best part of a month up at the local park trying to emulate the huge 'benders' that are being kicked in the World Cup, I haven't had a lot of time to spend honing my gaming skills like most of you have. For those still struggling on their games of choice though, I've managed to get the guys onto finishing up the Deus Ex guide, so anyone stuck can get onto other things again. Ryan Butt has channelled his energy into beating Eidos' PS2 deity to reveal the three possible endings for you. Catch them all from page 88 now.

There's also another massive guide for you this month. Having teamed up with the tips hogs at Piggyback we are proud to bring you this installment of the most comprehensive Final Fantasy X guide known to man. It's a teaser, but it will get you well and truly on the road! It Includes in-depth boss fighting strategies and expert hints to finding things you would have otherwise have missed, only a fool would go into battle without it.

Right, I'm off now to get the whips cracking on a MOH: Frontline walkthrough for the next issue. Until next month.

Richie Young **HardCore Editor**

WRITE IN!

Stuck? Frustrated? About to slam your Dual Shock 2 through the TV screen? Then write to HardCore. We'll do our best to unearth codes secrets, walkthroughs or advice for just about any game you want. So, if you need a hand, just pick up that pen or keyboard and write to me, c/o HardCore, Official PlayStation 2 Magazine, Derwent ard, PO Box 1037, Bondi Junction, NSW 2022, Galactic laserpost to OPS2@derwenthoward.comau

INAL FANTASY X

Join us as we get you started on the magical journey through Zanarkand with Tidus and chums to discover why he's been trasported into the future one thousand years.



THE OFFICIAL STRATEGY SHIRE

□PROVIDED IN ASSOCIATION WITH PIGGYBACK. A MORE COMPLETE SOLUTION AND PULL VERSION OF THE TEXT CAN BE FOUND IN THE 228-PAGE FINAL FANTASY X OFFICIAL STRATEGY GUIDE AVAILABLE FROM PIGGYBACK, AVAILABLE IN ALL GOOD VIDEOGAME RETAIL OUTLETS NOW.

*Free demo - why not test the 228page encyclopaedia for yourself? Read 12 pages of the Final Fantasy X Official Strategy Guide for free, Download at www.authorisedcollection.com where you can also obtain your free copy of the exclusive Rikku's Overdrive Mix Table. Plus: browse the new Final Fantasy X art gallery or enter your artwork in the collection

ZANARKAND THE BLITZBALL STAR

The game starts just before a blitzball tournament in the Zanarkand stadiu A small group of fans is waiting for the Zanarkand Abes' star player. Don't make the fans wait: approach the group. Next to the ramp, three children and two young women are waiting for your autograph. Press (2) to address one of the two small groups. You now have a chance to name your main character.
The default name is Tidus, but you can enter any other name as long as it does not exceed eight characters.

If you want to chat with one of the other people in the foreground, you must do so before addressing the second group of autograph hunters. The action continues as soon as all balls have been signed and you have cleared a path between the two groups

TO THE STADIUM

On the way to the stadium you'll hear the voice of a commentator remi about the greatest blitzball player of all time: Jecht, Tidus' father, who disappeared without trace ten year ago. Just walk along the street to the stadium. Keep an eye on the passers by: you'll see a young woman wearing a pink top and yellow tights. If you talk to her, you'll discover that she doesn't yet have a ticket to the game. Talk to her again twice, confirming that you can take care of matters. You'll be rewarded with two Potions

A small group of people is waiting for Tidus in front of the stadium. Make your way through to the huge gate. The blitzball game commences. Suddenly, Zanarkand is attacked by a mysterious force: Sin has struck

As soon as Tidus struggles back to his feet, you'll see a map of your immediate surroundings at the top left of your screen. The yellow triangle symbolises Tidus, while the extreme triangle corner indicates the direction in he's looking. A red square on the map denotes Tidus's required destination or alternatively a red triangle indicates his suggested direction. In this case, Auron is waiting just a few metres away. Follow him. Auron hands Tidus a Longs first battle is about to start

■ BATTLE ACADEMY - PART 1

There are ten Potions in your inventory (12 if you promised the woman tickets and three Phoenix Downs. You don't yet have any use for these items, which are intended for healing or resuscitatio If you press your right directional button ve your analogue stick to the right you'll see a menu with the following items: Weapon, Armour and Escape. You will later be able to use the first two menu Items to change your weapons and equipment. The third option won't allow you to escape all battles - there's certainly no way out of

the current confrontation!
The display at the top right shows the attack sequence for all participants, but there's no need to concern yourself with that yet. You have only one option right now; select Attack and take on ne of the creatures. It doesn't matter which one

■ BATTLE ACADEMY - PART 2

After breaking through, Tidus and Auron are attacked by a second group of monsters. Now it's Auron's turn. He has an extra battle ontion or skill, but that is of little importance at the moment and, like all skills, it uses up MP. Just attack and have Tidus follow. Tidus and Auron run on and are encircled by

If you knock out the two Sinscales behind Tidus and Auron, they'll simply be replaced by more, so just deal with the three opponents in front of you. As soon as their path is clear, the two comrades run on... straight into the arms of the next group of monsters

SINSPAWN AMME

The game's first boss is accompanied by five Sinscales. Luckily, Auron has a new battle option, Overdrive, at his disposal. Select this option. Press your left directional button, select Bushido and then choose the sole Overdrive attack currently available to Auron: Dragon Fang.

Auron prepares to launch his special attack. He stops shortly before special attack. The stops snortly before reaching the enemy — you have four seconds to input the following button combination: ψ , \leftarrow , \uparrow , \rightarrow , \mathbf{m} , \mathbf will not be as powerful. On the other hand, the quicker you complete this combination, the heavier the attack

Depending on your fighting style, Tidus might get a chance to try his Overdrive. His special attacks belong to the Swordplay category and his first attack is called a Spiral Cut. You will need to stop the cursor as it reaches the centre of the gauge. You have thre seconds to get it right. If you press & too early or too late, the cursor will return to the edge. In this case, the strength of Tidus also depends on how

quickly you succeed.
Once it is available, you may want to save Tidus's special attack for later. The Sinspawn Ammes may appear dangerous but the monster will always attack using Demi, a spell which reduces his opponent's current HP by a quarter. However, this figure is not rounded up - so the worst that can happen is that Tidus and Auron's HP falls to three. Even if the HP display at the bottom left assumes a warni yellow hue and your two heroes fall to their knees, there's no need to resort to Potions. Just keep up your attack After a while, your opponent will literally fade away

After defeating the monster, Auron runs on. Take note of the pale blue luminescent sphere on the right. If you examine a Traveller's Save Sphere, all characters' HP and MP will be fully

restored. It also provides you with a

chance to save your game.

After saving, follow Auron. Your path is suddenly blocked by four Sinscales and three of the monsters position themselves behind Tidus and Auron. You'll soon find out that defeated monsters on both sides are replaced by new Sinscales. After a few attacks, Auron will suggest a new target. From now on, attack the Tanker on the righthand edge of your screen. Keep an eye on your two fighters' HP – at least one. of your heroes must survive the battle, or it'll be Game Over. The Tanker's anchor line has 1,000 HP. It's generally severed after the fifth attack ensuring (temporary) safety for your characters.

Auron and Tidus are sucked up by Sin. In a bizarre scene, Tidus appears to 'swim' through the air Press (a) to reduce his altitude, and keep an eye out for a platform with a pale blue luminescent sphere. If you land there next to the figure. Tidus will be transported to another location.

Tidus finds himself in an unknown location. Take a look at the map at the top left of your screen: a red triangle marks the exit from this unpleasant spot. You can leave the water via a set of stairs in the centre at the top and advance to the next section. However, you should first take the time to collect a few Items

You can now use (a) to access the main menu. At the bottom of your screen you'll see the name of your current location

TREASURE HUNTERS

You can climb up a set of stairs at the North-West edge of this area. There, you'll see a blue semi-sphere lying on the floor: an AL BHED COMPILATION
SPHERE. The Al Bhed people have their own language, which you will gradually be able to learn. This Sphere is only of use If you have Final Fantasy X save data containing more Primers. You can then use the Primers that you have discovered in that previous game in your present game.
Proceed a few paces to the South

and you will see a chest which you can open using ⊗ - you'll find two POTIONS inside.

At the North-East edge of this area

a set of stairs leads to another chest containing 200 GIL A few paces to the South of this, you may want to examine a blue object lying against a pillar. You'll see an inscription in Al Bhed, but you don't have the language skills to decipher it yet. However, a few key words are not written in Al Bhed and you can make out the word 'Macalania'. order to reach the next section, you'll have to make your way through the water to the northern stairs.

EXPLORING THE RUINS

You'll have another chance to save your game in the Ruins - Underwater Hal





JLL WALKTHROUGH

section. When you reach a fork in the path, go to the left. At the end of this path you'll see a chest containing a Hi-POTION. You can then proceed towards the North. After just a few metres, the ground crumbles beneath you and Tidus finds himself back in the water You can paddle around for some time or use

to dive. Soon afterwards

Tidus is attacked by three monsters. Once you've eliminated two of your attac You are no match for this huge monster

■ GEOSGAENO FIGHTING STRATEGY

Tidus is definitely onto a loser. At the third attack he automatically takes flight, regardless of any action you select. Use (a) to block, or select the Escape option. Luckily, there is no rea danger. Any attack by Geosgaeno simply reduces Tidus's HP by half, so there's no ed to waste a Potion at this point.

FANNING THE FLAMES

After Tidus's escape, he finds himself in Arter Irdus's escape, ne finds filmseir if a corridor. The entrance has been destroyed, so you'll have to proceed in the opposite direction. Climb the stairs and enter the round hall, in the middle of which you'll see a fire. You're missing the two items needed to light a fire, so you'd better start looking. A white square on your map indicates a save point. Through the door next to it, you enter a small room, if you look at the writing desk - which has been obviously toppled over - you'll find a FLINT. This is listed as a Key-item in your inventory

Back in the hall, you may want to examine the door which is not marked as an exit (green square) on your map. You can't open the door, but take a look to the right of it: amongst the rubble you'll see a chest containing an X-POTION. Now go through the door to the North. Behind the door, to the left you'll see a chest containing ETHER. At the top of the stairs you'll see a striking vase examine it to collect the WITHERED BOUQUET. Before turning your attention to the fire, go through the door on the upper level and proceed to the end of the gallery, where you'll find a chest containing a HI-POTION.

It might be a good idea to save your game before returning to the fire. If you press (3), Tidus will use the Flint to set light to the Withered Bouquet. Time for a brief nap. A short while later Tidus

■ KLIKK FIGHTING STRATEGY

Keep attacking until Tidus has depleted his opponent's HP by 750. The battle is then interrupted by a group of iduals, one of whom rushes to Tidus's aid. If you take a look at the Special option, you'll see that "????"
[your new comrade's default name] has two special skills to offer: Steal and Use, During the first round of battle you'll have to deploy the Use function to throw a Grenade. Only then does the battle take its normal course. Since Klikk's HP are fully restored following this interruption, you'll be glad of the help.

It may be a good idea to use a Potion to heal Tidus before he attacks again. As a basic principle, you're better off using too many rather than too few

Potions. Once your new comrade has thrown both Grenades, you can use Steal to rob the monster of more Grenades. You'll find that the mysterious stranger's normal attacks are not especially effective. Once Klikk has en defeated, Tidus is transported to vet another location.

SALVAGE SHIP IT'S A PLEASURE AL BHED

Tidus wakes up on a ship. At one end of the deck you'll see a Save Sphere. If you take a look next to the crane, you'll see AL BHED PRIMER I lying on the ground. A useful volume if you want to improve your knowledge of this strange language. You'll see three Al Bhed standing on the deck. Address the one on the left to obtain three POTIONS. Talk to the girl to find out about the Sphere Grid. If you speak to her again, you will both jump in the water.

■ TIP
The Sphere Grid may appear rathe complicated at first, but it's really quite simple. As soon as you've obtained sufficient AP, you can move your character on the Sphere Grid. Caution plan your movements carefully, because your AP investment is irrevocable.

To start off with, you should move consistently forward, activating all the Nodes to improve your characters' status levels. You'll need the relevant Spheres for this purpose. Tidus's female companion is already in range of an HP Node, but does not yet have the Power Sphere required to activate it.

You will gradually be able to learn the Al Bhed language. There is an Al Bhed Primer for each letter of the alphabet, making 26 in all. Each letter that you 'know' is translated in the subtitles and displayed in pink. If you used the Al Bhed Compilation Sphere in the Submerged Ruins to load additional Primers, you'll find that you can already understand a little. Any Primers which have already been loaded will not

You can dive along the anchor chain by holding down (a). Your target is indicated by a red triangle on your map. Thanks to his blitzball training, Tidus can hold his breath for as long as necessary. If you decide to igno re the target and swim back to the surface. you can re-board the ship by pressing

① Once back on deck, you can collect
another three POTIONS from the Al
Bhed on the left. Then just talk to the girl to dive back into the water. You can keep repeating this procedure until

you've collected 99 Potions.

A couple of piranhas may swim across your path on the way to the Underwater Ruins. These opponents are rather easy to defeat, and "????" can steal Grenades from them. You'll soon be confronting a rather nasty boss, so you should aim to have at least five Grenades in your armoury. While in the Underwater Ruins, you can restore any lost HP at the save point.

You've probably already used an Overkill to dispose of a couple of opponents. If so, your victory will have been rewarded with additional AP, more items, some of which may even be rare. In order to achieve an Overkill, you must deplete your opponent's HP by a specific amount during the final attack.

Keep an eye on the CTB gauge at the top right when switching between Attack, Item and other actions. Using an Item takes less time than a normal attack and could change the battle sequence. If you press (a) during battle, your hero will assume a defensive position rather than executing an action. This halves the damage received by physical attacks.

THE DEVIL IN THE WORKS
Swim to the control panel and have Tidus open the gate using (x). Follow your companion through the hall at the end of the corridor, where you'll be attacked by piranhas. After defe the scaly monsters, activate the machine under the ceiling before returning to the hall. You may want to heal your characters now... danger lurks ahead!

■ TROS FIGHTING STRATEGY

Have Tidus attack while your companion throws Grenades. Just eal some if you've run out. After suffering 350 damage points. Tros disappears behind a pillar. You can no longer attack from this distance, but you do have a special Trigger you do have a special Ingger Command at your disposal. You can select Stand By to help heal your characters – their HP will be increased by 50 points each. However, you may be better off pressing (a) to decrease the damage to be incurred by Tros's next attack

After a further 350 damage points, Tros retreats again, Now Tidus has a new Trigger Command at his disposal: the Pincer Attack, which you should try out at once. Your opponent will be caught in a pincer movement and can no longer deploy his devastating ram attacks. Keep attacking, healing with Potions when necessary. If you entered into battle with a sufficient store of Grenades, you'll have no problem winning this fight.

THE RETURN OF SIN

The red triangle on your map indicates a hole in the outer wall. Swim through it and dive down to your next destination.
You'll discover an Airship and you'll also learn the name of your companion: Rikku. She claims that Sin destroyed Tidus's home, Zanarkand, 1,000 years ago. If you want to continue this conversation, address Rikku again directly. It doesn't take long for this scene to be interrupted by Sin. Tidus is washed overboard. You now get the chance to save your game.

BESAID ISLAND

WAKKA AND THE AUROCHS Tidus gets to know the Besald Aurochs blitzball team. Approach Wakka again after the initial dialogue. From now on, he is a member of your party. You may want to take the opportunity to save your game and follow your new partner or you may want to collect a few items. dress each of the Aurochs twice. Four of the five players will hand over g two POTIONS, 200 GIL two HI-POTIONS

and another three POTIONS. Take a look at the chest to the South-West of the beach – it contains two ANTIDOTES. To the East, in a bay, you'll also see a chest containing a MOON CREST, but you have no use for this Key Item yet. Much later on in the game, however, you'll be glad you collected the Moon Crest because it will come in handy when combined with a very special weapon deployed by Yuna

ON YOUR WAY TO THE VILLAGE

You'll meet Wakka again at the Crossroads – he's still going due East Follow him. Go to the shore where Wakka is waiting and he will push Tidus in the water. You could find yourself facing the Piranhas at any time. Your new companion uses a ball to attack. He already has a special attack at his disposal – the Dark Attack – which can

be used to blind opponents.

Although the red arrow is directed to the North, you'll first have to swim to the East in an arc. You can use

to dive down to the three treasure chests shown on the map, which you can ther open using . It's easy to miss the first two chests on the right, but you don't want to leave the PHOENIX DOWN or the HI-POTION. However, there's no way you can miss the chest containing the two ANTIDOTES.

Once you reach the end of the Valley, keep going after a brief chat with Wakka on the Village Slope. Go down the slope to the village. You car also turn around and take the Ancient Road back to the beach, but there's really no reason to do this. On your way to the village, you'll meet the Crusaders Luzzu and Gatta Shortly afterwards Wakka will ask Tidus about a prayer. It doesn't matter which of the two answers you select.

RESAID VILLAGE WELCOME

You cannot leave the village for the moment, so take your time and have a look around. Five huts are marked on your game map in the form of green squares. Your next destination, the Temple of Besaid, is in the North,

You can buy a few items in the shop in the first but on the left. In front of the entrance, you'll see a chest containing a PHOENIX DOWN. Behind the shop, a narrow forest path leads to the West. At the end of the path there are three chests which contain 400 GIL, a HI-POTION and two POTIONS.

THE CRUSADERS LODGE

You can save your game in the tent next to the forest path, the Crusaders Lodge. There, you will also be reunited with Luzzu and Gatta. The two Crusaders tell of the 800-year battle against Sin. The Crusader to the right is blocking your view of AL BHED PRIMER II that's lying on the ground to the right of the desk. You'll see a MONITOR to the left of the desk. You can use this to consult Tutorials, or to refresh your knowledge of Basic Controls and Basic Terms.

VISITING THE TEMPLE
Pay a visit to the local temple. If you take a look at the statues in the Great Hall, you'll learn a little about Summoners and aeons. Now make your way back to Wakka, who lives in the middle hut at the East of the village. Have a chat with him and then take a nap, after which you can return to the temple. If you approach Wakka, Tidus will automatically enter the Cloister of Trials to look for the summoner apprentice.

BESAID TEMPLE

THE CLOISTER OF TRIALS
Examine the symbol on the rear wall. New symbols will now appear to your right. Take a good look at them and confirm that you would like to touch the Glyph, upon which the wall will open. Go down the stairs and examine the wall mounting. You'll find out how the different Spheres in a temple work.

Take the GLYPH SPHERE from the mounting and go down to the foot of the stairs. If you examine the door and place the Sphere correctly, the door will open

Retrieve the Glyph Sphere from the right half of the door, proceed along the passage and turn the corner. Insert the Sphere in the recess which you'll see in the middle of the left-hand wall. The wall will now open. Behind the wall, you'll see a DESTRUCTION SPHERE in a recess. Ignore it for the moment and continue on your way until you see a pedestal on the left-hand side. In order to open the chamber behind the pedestal, just touch the symbols on the opposite wall. Enter the chamber and take the BESAID SPHERE from the wall Insert the Sphere in the pedestal. The wall behind will disappear, allowing Tidus to push the pedestal inside.
You now have a chance to end the

Trials by simply pushing the pedestal along, but then you'd forfeit a useful item. Return to the eastern recess and take the Destruction Sphere. Insert this in the secret chamber opposite the pedestals (the same room from where you just took the Besaid Sphere). This will open another secret chamber at the end of the main passage, where you'll find a chest containing a ROD OF WISDOM. This will prove to be an ideal weapon for the Summoner Yuna. There is a hidden item in each temple. Once you have found all six hidden items you will be able to open the way to a new aeon.

Now go back to the pedestal. Push it to the end of the chamber by simply pressing yourself against it. As soon as the pedestal reaches the mark on the ground, it will sink into the floor. You may have noticed a glowing switch on the wall. If you touch it, the pedestal will be returned to its starting position. This may be of use if you manage to accidentally push the pedestal too far or against a wall.

BESAID ISLAND

THE NEW SUMMONER
Follow the rest of your party out of the

great Great Hall. Outside, Yuna will summon her first aeon: Valefor (you can rename the creature if you wish). can then chat to the Aurochs about the forthcoming tournament, or you can go to the left past the fire towards Yuna. Wakka asks whether the lady takes your fancy: reply to this as you

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INAL FANTASY X

like. Address him again and confirm that you would like to go to sleep. During the ensuing dream, Tidus must on to the left towards Yuna for the

FINAL PREPARATIONS

Tidus wakes up in the Crusaders Lodge In front of the tent, Wakka hands h the Brotherhood sword. The Equip function is now available in your main menu. Take a good look at your new sword – it has the weapon ability Strength +5% and three free ability fields. Give Yuna the Rod of Wisdom that you found in the temple. The weapon has a useful sensor function, providing you with information about your opponents during battle. You'll also find a Map in your inventory. Together with Yuna and Lulu, Wakka and Tidus proceed towards the beach.

HUNTING THE DOG

Although you can now go directly to the beach, it is a good idea to return to the village first. If you speak to the sales lady in the Shop, she'll tell you that her dog recently dug something up. You'll find the dog in the hut to the North-East. If you examine the animal, you'll see that it has something mangled and slobbery in his mouth. This will automatically enable Valefor to learn the Energy Blast Overdrive technique If you return later, you'll find the dog and his owner together in the Shop or at the northern end of the village square. In this case, you only need to address the woman in order to learn this new technique

■ BATTLE TRAINING FOR EXPERTS

On your way to the beach, you'll have chance to become more familiar with the refinements of the battle system. Your first confrontation will be with a Dingo. It's Tidus's turn and your options are limited – you can only select Attack Afterwards, you're attacked by a Condor Remember what Wakka said: flying

monsters are generally his business.
On the hillside, you'll find yourself battling a Water Flan. Lulu comes to your aid. With her Black Magic, she's able to deal with creatures who are resistant to physical attacks. Use the Thunder spell against the Water Flan.

A FINAL STOP

Your party takes a break at the save point up on the hill. It doesn't matte whether you ignore Wakka, join in his prayer or just look on, but it is important to save your game. Then follow the red arrow in the direction of the beach. On the Ancient Road you'll see a pillar to your left, bearing a blue seal with an inscription in Al Bhed. An ambush awaits you a little further of

■ KIMAHRI FIGHTING STRATEGY Tidus must take on this boss alone.

Although his opponent is one of Yuna's guardians, he won't hesitate to kill Tidus. However, you're not really in any danger since you enter this battle with maximum stamina. Just use normal attacks in each round and he will probably subside after five or six hits.
Tidus's HP and MP will be fully restored and you can look forward to a new addition to your group: Kimahri is about to join you.

Take a look at your game map: you'll see white squares to the left and right

on the ruins above the path. Don't worry about this for the moment, since you will only be able to reach them at the end of the game. The same applies to the white square which you'll pass at the Waterfall Way in the next section.

After the battle against Kimahri, you'll find that the Besaid Shop's stock has changed. As well as the three Items the shop now also offers weapons with the abilities Strength +3% or Magic +3%, as well as Armour with HP +5% The items are very reasonable, but save your cash for now. In any event, you can obtain comparable equipment as a ard for victory in battle

■ BATTLE TRAINING FOR EXPERTS - PART 2

The next opponent to confront you on your way to the beach is a glant flying your way to the beach is a giant hying monster known as Garuda.

Extraordinary measures will be required to defeat this awesome creature – this is a job for a Summoner. Use **19** to select Yuna and then select Summon.
Remember: switching active characters is not deemed to be a move in the game, so it doesn't cost you any time

As well as the classic Attack, flighting with Valefor offers the option of using Sonic Wings – a special attack with the side-effect Delay. In addition, Valefor has the four standard elementary spells at his disposal. These will inflict the greatest damage during this particular confrontation. If you press \rightarrow , you'll also see three additional options: Shield and Boost have an options: Snierd and Boost nave an effect on defence and the aeon's Overdrive gauge, while Dismiss enables you to recall your aeon and continue the battle with your normal characters. Unfortunately, this particular feature doesn't apply to the fight at hand. If you manage to select Overdrive during the battle, you'll unleash a particularly powerful attack.

As soon as you've defeated Garuda, the Formation function will be available in your main menu. This allows you to determine which three characters enter battle first. Remember: your characters' Agility levels determine the action sequence during battle. If your victory was rewarded with new weapons or equipment, you should equip them

■ TIE

Open the main menu immediately after the first fight with Valefor Then open the Config sub menu. There, you can set the aeons' animations to Short. This significantly speeds up the mighty creatures' battle deployment. Don't worry, you won't miss anything. The full animation sequence will always be shown the first time you summon a new aeon

■ BATTLE TRAINING FOR

PROFESSIONALS Next, you'll have to fight yet anothe Garuda. You'll first have to select Wakka's Dark Attack skill. This ensures that your opponent's physical attacks are ineffective for three rounds. The dark clouds around the monster's head indicate that the status effect has taken hold. If you happen to be in possession of a weapon with a Sensor, this information will be shown at the topleft of your screen

Once you've defeated the flying monster, you'll have to prepare for battle against three different opponents: Condor, Dingo and Water Flan. Remember: only those characters who have actively participated in battle for at least one round will be rewarded with AP. In this context, the term 'active includes defensive measures using (a). If you use (a) to replace a character at the first opportunity, it will not count as a move, even if the character took a hit at the start of the battle

As soon as you reach the Crossroads, turn to the South towards the beach. Then go towards the ship in the West, remaining on dry land for now. First, let the other characters precede you on board, then talk to the people on the jetty. The priest will give you a SEEKER'S RING, which gives Yuna an HP bonus of 10%. You'll also be rewarded with an ETHER, 400 GIL, a PHOENIX DOWN and a REMEDY. You'll have to address the woman in the front to the left and the child to the left on the plank twice before they relinquish their items

Board the ship in order to leave Besald. If you decide to return in the direction of Besaid via the Waterfall Way, you may be slowed down by random battles with familiar mons Although your comrades are actually ady on the ship, they take part in the battle

THE CALM BEFORE THE STORM

Kimahri is now available in your menu. If you'd like a particularly short crossing, go to Yuna, then speak to crossing, go to Yuna, then speak to Wakka and then return to Yuna. By the same token, your best bet is to ignore Yuna if you still have business to accomplish on the S.S. Liki. You'd be vell-advised to save your game below deck and to collect a couple of POTIONS

Next to the door leading to the bridge is a set of stairs. Take these down to the interior of the vessel, down to the interior of the vessel, where you'll meet O'aka XXIII. If you talk to the trader again, you'll be offered a chance to invest in his business, but you won't be able to buy anything yet. Give him at least one Gil. The door on the left leads into the Cabin, where you'll find a REMEDY hidden in a chest on the left-hand side. The suitcase on the right is rather unusual – use ⊛ to kick it. Each kick will be rewarded with a Potion until you've collected 20.

However, if your stock of Potions has already reached 20, kicking the sultcase won't yield any more. Once you're back in the Corridor, don't climb the stairs in the foreground immediately. Instead, go directly to the bottom right of the screen, where you'll see a door leading to the Power Room. You can admire Chocobos at work. An inconspicuous AL BHED PRIMER III is in the foreground to the right. Now go on deck and approach Yuna, before addressing Wakka and then talking to Yuna again. You'll obtain information regarding High Summoner Braska and Jecht. Sin now launches another

O'AKA XXIII

You'll have four chances to invest in O'aka XXIII's business. Make sure you give him at least 1 Gil, for O'aka is set to become the best and busiest trader in the whole of Spira. The four different locations where you can hand over your money are:

- 2. SS Winno
- 3. Luca Number 1 Dock
- 4. Mi'ihen Highroad

The total amount invested will have an effect on the prices charged by O'aka on the Mushroom Rock Road. The reference price relates to the normal local Shop.

An investment of 10,001 Gil will only pay off if you later buy goods worth at least 23,336 Gil on the Mushroom Rock Road, Only then will you really start to make savings By then, O'aka's stock is quite teresting, but it's debatable whether it makes sense to advance so much money. You'll have to decide yourself

whether to give him more than 10.001 Gil

SIN FIGHTING STRATEGY

You'll have to take on three more Sinscales next to Sin's raft. Once you've disposed of all three, three more will take their place. It's a good idea to knock out two Sinscales first while leaving the third pest alone. You always enter battle with Tidus, Yuna and Kimahri. Your first move should be to replace Yuna with Wakka.

As soon as just one active Sinscale left, use the long-range properties of Wakka's ball and Lulu's spells to attack Sin. If it's Sin's turn, he will pull at the ship. Use Yuna to heal your wounded fighters, or simply send Valefor into battle. Even Valefor's normal attacks have an effect on Sin. Use an Overdrive here if you get a chance.
Once you've defeated Sin, Tidus

falls overboard. Wakka follows him and the two are attacked by a Sinspawn.

FIGHTING STRATEGY

This Sin sidekick is also accompanied by Sinscales. Concentrate on the main monster. The Sinscales inflict a certain amount of damage, but you'll just have to live with that. Although one attack will suffice to dispatch one of the four Sinscales, he'll be replaced by up to two new pests in each battle round where Sinspawn Echuilles deploys his Drain Touch tactic. The Sinscales are simply distracting you from the task at hand

Sinspawn Echuilles always uses the same pattern when attacking. He deploys Drain Touch twice to attack one character, and then launches a single attack on both characters using Blender, You can use Wakka's Dark Attack to nullify the Drain Touch.

Your hest het is to use the following strategy: when Tidus's turn comes, select Cheer five times and then just use Attack. Have Wakka launch an initial Dark Attack, followed by two normal attacks. Then start from the beginning again. In the best-case scenario, you'll be able to end this battle with a residue of over 200 HP each, without having to heal your characters once. Nevertheless, remember that it's always better to use one Potion too many rather than

KILIKA PORT

Unfortunately, your heroic battle against Sin proved useless. Your options in Killika are very limited until Yuna finishes sending the souls to the Farplane. Go towards the North-West into the Residential Area, where you will automatically spend the night. Your adventure continues in the Inn, where you will also have a chance to save your game

Leave the building, go to the left, then turn to the North in the direction of Kilika Woods. A hut collapses and Tidus rescues a girl if you approach her. Bravery has its reward: if you open the chest in the Tavern in the eastern quarter of the settlement, you'll collect an ETHER. You'll also see AL BHED PRIMER IV lying in the centre, in front of the bar. You'll be able to steal three POTIONS from a chest in the House

THE SHOP IN KILIKA

Now you can pay a visit to the shop to the South of the Tavern, The to the chest

and equipment but she doesn't have any items in stock. Remember that you'll be able to receive a Scout for Wakka free of charge, and Kimahri already has a Hunter's Spear. After visiting the Shop, go to Wakka who's standing on the pier in the North-East. The two of you decide to visit the temple together Your route takes you through the Residential Area to the North

KILIKA WOODS EXPLORING THE FOREST Move forward a few paces to gain some more battle experience. By using the Special ability Lancet, Kimahri will learn the Seed Cannon attack from a monster known as Ragora. From now on, he'll be able to use this as an additional Overdrive variant.

To the North of the crossroads, to the North of the Crossroads, you'll see one of the blue Al Bhed symbols. Even if you've mastered all the letters, you won't be able to decipher this inscription. You'll first have to combine it with a similar Inscription that you can find later on. Gatta and Luzzu are standing a few metres away. They warn you against the Lord Ochu who can be seen out in the background. You can enter battle right away, put in a little more training. or avoid the confrontation altogether. First, however, you should speak to Luzzu a second time in order to collect four ANTIDOTES.

Go back a little and pick up the two MANA SPHERES. You should also remember to pick up the SCOUT WEAPON for Wakka. It has the Sensor and Icestrike abilities, so you should equip it right away.

Groups of Dinonix, Yellow Elements and Killer Bees render the forest rather inhospitable. Dinonix turns his opponents into stone, but Yuna can cure this status effect using her Esuna White Magic. The monster itself is nimble, so you'll have a hard time hitting him. However, like the Kille Bees, this creature poses few problems for Wakka. Lulu's Blizzard is also effective against the Killer Bees. Her Water spell is also just the thing to deal with the Yellow Element. You should also try to load Valefor's Overdrive. Take care to select Dismiss before the aeon runs out of HP and look around for a save point to heal her

Three people are standing at the crossroads to the West of Lord Ochu.



Two of them will flee if you approach and wait for a bit, while the third person moves to the side. If you talk to this person several times, you'll be rewarded with a REMEDY. If you need a HI-POTION, you can repeat this game at the crossroads to the North of Lord Ochu, Remember to open the nearby chest containing a LUCK SPHERE

1 If an agon's HP drops to 0 they cannot be summoned until they been healed at the next Save Sphere. 2. An aeon's Overdrive gauge is replenished both by attacks and

3. If an agon is knocked out his Overdrive gauge drops back to 0.

4. Aeons are immune against negative status effects such as Darkness, Poison or Sleep.

CHOOSING YOUR ENEMY

your game before taking on Lord Ochu (there's a save point on the Pilgrimage Road in the North). The group seems to split up there, but Tidus does not have to travel back to the South alone. Approach the battleground from the west to obtain three PHEONIX DOWNS from the Crusader. If you advance from the South, you'll simply have an extra chat with Luzzu. Nothing special will happen if you approach from the North or East. Remember: you can avoid the fight with Lord Ochu and go straight to the North to take on Sinspawn Geneaux.
This is not a normal boss fight -

you can always take flight if things get too sticky. Lord Ochu is vulnerable to Fire. This applies both to Lulu's magic and to weapons with the relevant ability. If Tidus has already learned Haste, he should use it to speed up Lulu. Wakka can use a Silence Attack to prevent your opponent casting spells. Poisoned characters can be healed using Yuna's Esuna or Antidotes

Once you've inflicted 2,500 damage points on Ochu, he'll restore lost HP by sleeping. This ensures that he regains HP in each battle round. Wake him using a physical attack and he'll react with an Earthquake. You can circumvent the problem by summoning Valefor. Summon the aeon, attack normally, then continue using Fire and/or Sonic Wings. Remember that an Overdrive still inflicts the greatest damage

Once you've defeated Lord Ochu you'll be in line for two rewards. Talk to Luzzu to collect an ELIXIR, and then pick up a NULBLAZE SHIELD for Tidus from the Crusader at the crossroads in the West. If you haven't done so before, you should now go up to the temple. At the head of the stairs you'll be confronted by a Sinspawn - there's no escaping this battle.

■ GENEAUX'S TENTACLE FIGHTING STRATEGY

Before dealing with the monster, you should get rid of his two Tentacles. Use Haste if possible. Although the Tentacles are immune against Darkness, they are not difficult to defeat. Once you've dealt with the Tentacles, take on the creature's body; it's vulnerable to Fire.

Once the boss's HP has fallen below 2,400, he'll open his shell, rendering him very vulnerable to normal physical attacks. Sinspawn Geneaux regularly poisons his attackers, but the effects of the venom can be healed using Esuna or an Antidote. He also attacks using Water spells. You can either avoid this by utilising Wakka's Silence Attack, or use Yuna's NulTide to nullify the effect of the spell. However, this only offers oneoff protection. After savouring this relatively easy victory, it's time to visit

TO THE CLOISTER!

You'll see people milling around in front of the temple, but they have nothing to give you. After an encounter with an opposing blitzball team, make your way down the stairs to the North and address Wakka in the Great Hall. The arrogant Summoner Dona will then enter the scene. Enter the Cloister of Trials by first waiting outside, then enter as soon as the lift returns. Once you've arrived below, go through the door in the background. As soon as you move to open it, you'll be asked whether you'd like to wait here or go

inside. You should proceed. KILIKA THE CLOISTER OF TRIALS THE TRIALS

Examine the pedestal to the left remove the KILIKA SPHERE and insert it into the recess to the right of the door in the North. Take the Kilika Sphere out again to open the passage. Go into the next chamber and insert the Sphere into the recess in the North wall. A
Glyph will appear, Remove the Kilika Sphere again and insert it into one of the two recesses in one of the side walls. If you touch the Glyph, a passage to the North will open. Now remove the GLYPH SPHERE from the pedestal and insert it into the other side wall.

Go to the wall of flames, step on the glowing switch to the right and the pedestal will appear nearby. Take the Kilika Sphere on the right-hand side and insert it into the pedestal. If you push the pedestal onto the glowing vitch, part of the floor will vanish. Now fetch the Glyph Sphere from the previous chamber. If you insert it into the recess from which you removed the second Kilika Sphere, a secret chamber

Go down the stairs and take the next Kilika Sphere from the East wall Insert it into the North wall and the exit door will be engulfed in flames. Fetch the DESTRUCTION SPHERE from the secret chamber and insert it on the level below. This will reveal a chest containing a RED ARMLET. This will protect Kimahri against Fire, Ice and Lightning. Finding the Red Armlet is also an essential part of obtaining the aeon Anima. Now all that remains is to remove the Kilika Sphere from the Northern wall in order to open the exit.

Talk to the guardians several then run to the exit. Yuna will appear together with Ifrit, her new aeon. Now return to the port. You can test the strength of Yuna's new aeon in the forest. Remember that Ifrit's element is fire, so you can heal him using fire spells. Once you've completed your business, you can sail forth on the SS Winno.

You could easily miss the treasure chest behind Letty. It contains a HI-POTION but it will be more visible later, AL BHED PRIMER V is well camouflaged in the middle of the green carpet on the Bridge. You'll find the trader O'aka waiting for donations near the Save Sphere in the Corridor, If you lend him more than one Gil, he'll sell you the Items on the list

EAVESDROPPING ON WAKKA AND LULU

Nothing will happen on board the ship unless you go on deck and then climb up to the upper deck. Here you'll witness a conversation between Wakka and Lulu. If you decide to approach the blitzball lying in the middle of the deck beyond the Bridge, you'll start the Jecht Shot Challenge. You won't be able to try

this again until much later on, so save beforehand. Before the team starts

practising blitzball, you can also talk to

Yuna again at the stern of the boat, or you can climb the stairs to eavesdron on Wakka and Lulu three more times

THE JECHT SHOT CHALLENGE

Tidus's father, Jecht, was a legendary blitzball player. You now have a chance to learn his trademark shot. To do so. Tidus must symbolically rid himself of some unpleasant memories. Various sentences will be shown on-screen. Move your directional buttons - or your left analogue stick – in the relevant direction and press (x). If the text appears immediately above Tidus, just press the button. You get one trial run, then things get serious. You must hit 11 sentences within ten seconds in order to pass the test. Your best bet is to tap ⊗ repeatedly throughout, while moving your stick in the required directions. If you're successful, Tidus will perform the Jecht Shot under the admiring gaze of the Aurochs. There's no need to despair if you fall though, just go across to Yuna

to complete your trip to Luca. If you succeeded, from now on, Tidus will be able to use this special shot when playing blitzball. You will only have to play one blitzball game during the course of your adventure and it really doesn't matter whether you win or lose. However, if you enjoy the game and would like to improve your nances of victory, you'll find the Jecht Shot very handy.

LONG LIVE BLITZBALLI

After arriving in Luca, you'll have to go across to the neighbouring dock in the North-East, where the religious leader of Spira, Maester Mika, is just arriving He is accompanied by the young Maester Seymour, a member of the Guado people. You'll see a treasure chest marked at Number 2 Dock on your map, but you'll only find it there

Blitzball is now on the agenda. There's no need to memorise the rules now, you've got a while until the first game. After the Tutorial, you'll discove that Auron has been spotted in a cafe Your acquaintance from Zanarkand is apparently a renowned guardian in Spira. You can brush up on the blitzball rules again by examining the Monitor to the left of Wakka

TREASURE HUNT

Before meeting Yuna, you'll have a chance to collect a few useful items. AL BHED PRIMER VI is lying behind a player's foot in Basement B. Also, take the opportunity to open the che the end of the passage – you'll be rewarded with two HI-POTIONS. You can leave the tour of the docks for later but if you do choose to have a look around, you'll find two treasure chests on the Number 5 Dock, hidden behind a huge stack of crates. There's also a new chest waiting for you on the Number 2 Dock. Once you've completed your tour of the docks, your booty will include an HP SPHERE, a MAGIC SPHERE, two PHOENIX DOWNS, 600 GIL and a TIDAL SPHERE, Kimahri will find the Tidal useful weapon, since it has the abilities Piercing and Waterstrike

THE FLYING TRADER

Take a good look at the gentleman with the green rucksack on Number 1 Dock It's O'aka, and now he has a few useful items on offer. You'll find the THUNDER SPHERE, with its Lightningstrike ability, handy in forthcoming battles, although it's not absolutely vital. However, the STUNNING STEEL SWORD has the rare Slowtouch ability and is therefore a useful - if expensive – addition to your armoury.

A VISIT TO THE THEATRE

You'll meet Yuna at the southern Stadium exit. While you're there, pay a

visit to the Theatre. The Monitor in the entrance area is now displaying Flend Info. This new function provides you with tips on fighting specific opponents, in this case Bomb and Dual Horn – you can also gather some practical experience. Don't worry if this training battle costs your group their lives, they will simply come back in the same state they were in before the battle. Kimahri cannot learn any new Overdrives during these practice battles Your Overdrive gauges will not fill up during these practice battles. You'll find AL BHED PRIMER VII lying on the ornate carpet in Reception.

If you enquire at the Reception desk you'll be able to enter the Main Hall, here you can savour the game's movie sequences and musical interludes one more time. However, this is a rather expensive pleasure, since you'll first have to buy Movie Spheres and Music Spheres from the two little men at the Entrance to the Theatre. You can view a maximum of 50 films, each of which costs 5,000 GII, or listen to a total of 68 musical interludes at 2,000 Gil each. Since you can return here later on in the game, there's no need to buy any now

SEARCHING FOR AURON

Look around the Square a bit more. You'll find 1,000 Gil further to the East. If you're eager to spend your money, take a look at the woman on the right of the Square – she has a dog on a lead. The lady is selling weapons and equipment. Now enter the Cafe to the North Although Auron is not there, the cafe is occupied by a band of kidnappers who promptly disappear with Yuna.

RESCUING YUNA

Your destination is the Number 4 Dock. Since the direct route there is blocked. you'll have to go West, out of the Stadium. Each time you try crossing between the docks, you'll be attacked by two Workers. If you have weapons with the Lightningstrike ability, you should equip them now Otherwise you'll find Lulu's Thunder very effective Try and use Haste to speed up Lulu's actions. On Dock 4, you'll have to battle two robots three times in a row. Once you've defeated them, save your game before boarding the Al Bhed vessel, where you'll find yourself facing a formidable opponent, If your fighters would like to put in more training, you can go back for random encounters with more Workers on the docks.

■ OBLITZERATOR FIGHTING STRATEGY With 6,000 HP the Oblitzerator is a hard nut to crack. There's a one-in-three chance that he'll use Counter attacks. Incidentally, Counter means that an opponent hits back immediately or ists a spell, even if it's not his turn. Such an action does not count as a

turn in the context of the battle.

Your opponent will use Darkness to counter physical attacks and Silence to counter magic attacks. These status allments last for one round. There is a crane, but you'll need to power it up before you can use it. Have Lulu cast Thunder on the crane three times. If Tidus has mastered Haste, you should speed up Lulu at the start of battle. Following the third Thunder spell, Tidus will be able to use a Trigger Command to set the crane in motion. It will sever the Oblitzerator's upper half, reducing your opponent's HP to 1/16 of the current level. This means that the machine has a maximum of 375 HP left, so defeating him shouldn't pose too much of a problem

BEING THERE IS EVERYTHING

lead the Aurochs to victory in the first

match of the tournament. Now it's your turn. You have one last chance to learn the rules of the game in the Locker Room – have a word with Datto to do so. Once you're ready, turn to Wakka This is the only blitzball session which you absolutely have to complete. It turns out to be quite a difficult match to win. The result does not affect the rest of the story however, and the prize for victory – a STRENGTH SPHERE – is no great reward

■ BLITZBALL TIPS

1 Try to hold the ball in the first half of the match. Make full use of passes, so that you get more experience points.

2 During half time, equip Tidus with the Jecht Shot technique if you learned it on the SS Winno.

3 Wakka comes on in place of Tidus three minutes after the start of the second half. This interrupts any action

– even a shot at goal. Therefore, you should ensure that the ball is passed quickly to Tidus so that he can execute the lengthy Jecht Shot.

4 The Jecht Shot puts two defenders

completely out of action, so there's no need to include them when calculating offensive and defensive levels.

5 If the game is still a draw at the end of normal time, there's another break and then the teams play on until the game is decided by a Golden Goal

A FAMILIAR ENEMY

Once the game is over, you'll get a chance to save before enemies attack the Stadium. Tidus and Wakka must eliminate a total of 17 Sahagin Chiefs You'll face three opponents during the first battle. During the second battle, you'll again face three opponents, but three more are waiting behind them.

And the third group has five 'substitutes' waiting to enter battle. Use Haste whenever possible and exploit Wakka's Overdrive to the full If you stop the three rolls on the same colour, all enemies will be damaged - the time taken has no effect on the damage done by the Overdrive. The colours appear in the following sequence: vellow blue white and red

AURON RETURNS

Auron first gives a solo performance as he can dispose of his enemies using a single shot. He then joins forces with Tidus and Wakka in battle against a Garuda. Use Wakka's Dark Attack to ensure that the monster's next three attacks fail. Use Auron's Power Break to weaken the Garuda's physical attacks – just to be on the safe side. After this battle, Seymour intervenes. The monsters are helpless when faced with his aeon Anima. Once the fighting is er, you'll learn of a connection between Jecht and Sin.

Auron will be part of your team from now on. Go to the edge of the city, where he officially offers his services to Yuna. Head out of Luca and climb the stairs to the Mi'lhen Highroad. If you feel like doing a little shopping before you leave town, you'll find that weapons and items are now being sold at the Main Gate inside the Stadium. The Items on offer also include a few for Auron: a SHIMMERING BLADE and a METAL BRACER. Prices and abilities are the same as the equipment for Kimahri. This is the best place to get equipment and items for now, as O'aka has already moved on.

NEXT MONTH!

NEXT MONTH!
Make sure you check in
with OPS2 for more game
help. We're going to help
you unravel MOH: Frontline!

LIS F

Devious cheats exposed, plus the concluding part of our huge walkthrough that'll eventually lead you to three possible outcomes. But who will you choose to side with when the seeds of destruction are firmly planted?

PLAY GOD

codes may have to be re-activated after

THE WALKTHROUGH

Welcome to the second instalment of our huge walkthrough. As last month's segment will have drummed into you the importance of talking to everyone and searching high and low for supplies, we have decided to skip much of the intricate searching and interrogating from this second part. However, you should still take time to fully explore your surrounds and talk to every person you meet in order to gain full insight into the level layouts and the complex plot that is going on

WAN CHAI MARKET: HONG KONG You'll emerge from the lift in a busy market packed with patrolling guards. Take time to explore and chat to the locals but watch what you do – entering unauthorised buildings and hacking cash machines will make the guards nasty. Head out of the small passage near the ATM machine and you'll emerge at a junction (you should see a sign for Tonnochi Road straight ahead). Go right into the Wan Chai district and go around the side of the large red-stripped building (which is the Compound) and talk to the guard at the entrance. He'll send you to see Maggie Chow at Tonnochi Road, so go back out the way you came and follow

the sign. Head over the bridge and then take a left to the next Tonnochi Road cian Chow's building is a short way down on the

> Chai district head down the slone to the Lucky Money Club (under the signpost to Tonnochi Roadl and pay to go inside. Search the place and talk to the revellers before heading out the passage behind the upstairs bar and down to the meeting room. Speak to Max Chen in the back room and then get ready for a raid! Now head back to the

compound and you'll be let inside. Walk across the courtyard, head inside and then down the stairs. Follow the nassagey until you get to a big

left and there are several different ways to enter. You can either go straight up in the main elevator, hack into the second elevator or take the back mute in the sure to deactivate the security came using the control panel in the main entrance) by going around the back of the building, using a lockpick on the grate and then sneaking in to go up on the top of one of the elevators. If you choose the first option then you'll meet and converse with Maggie Chow, any of the other two and she'll be long gone, but this matters not (you'll just have to

kill her laterl).

Go upstairs into the meeting room Go upstairs into the meeting roon and use the computer terminal to turn off the cameras and open the door to the sword room. Then go back downstairs and go to the corner of the apartment near the small table (you'll hear a buzzing noise when you get close) and focus on the paper lantern hanging above. Pull this lantern and a

secret passage will open.

Head straight down and use the computer to deactivate the security around the sword, then finally use the panel in front of it before taking the DRAGON's TOOTH SWORD. Now leave Queen's Tower and head back towards the Wan Chai district.

Incidentally, just across from Queen's Tower is a lift that'll take you up to Jock's apartment, where you'll find a DATACUBE giving you details on how to access an ATM machine and a few supplies. If you take the fire escape up to the roof, you can also drop down onto a walkway and pick up some sniping supplies. Also, on your way back to the Wan Chai district, go check out the Old China Hand club for info and nourishment. When you arrive back to the area where you turn off to go to the Wan

> come to a walkway (with the second level access door on the right) head down and then through the door at the bottom. Go past the officer's mess on the left and you'll emerge in a new room patrolled by female MIBs – If you didn't kill Maggle Chow earlier, you'll see her talking to a man through some glass on the left.

Ivou can hack a computer panel at the top to disable some cameras and open a door downstairs) and right into the om with the secured AUGMENTATION CANISTERS. Use a batch of Multitools or hack the computer to get at then

haven't alerted any guards so far, a good tip is to get the NANOKEY to the cell and release the vagrant. He'll distract the two MiBs (including the one guarding the Augmentation room) meaning you can use a Multitool to hack the lock of the room without arousing suspicion.

the switch to go up in the lift. Use the computer and upload the Nanotech Blade ROM, as requested by Tong.

This will alert the guards, so if you want to escape from the complex without having to face the hordes of guards, head through the vent downstairs in the room next to the vagrant's cell and this will take you all the way back to the hand sculpture. Leave the Versalife building and head back to the temple near the Compound for a conflab with the leaders

VERSALIFE BUILDING: HONG KONG (REVISITED)

chamber and then head over to the two guys at the table. The picture next to them can be opened to reveal a secret passage. Go through and head down to Tong's labs – you'll need to press the switch on the wall to open a secret door leading through.

Head into the flashing computer

Go and see Tong in the Compound

accident and go through the door.

again, then go back out and down Canal Road – to the left of the temple. Take a left, head past the traffic

Duck under the pipe and go through the grate and down into the water. Swim through and hop onto the pipes and crawl into the open drainpipe. Read the DATACUBE on the right for a code

and then go left and crawl into the next vent on the right. Climb up through the

vent and open the doors. Once through, press the button to lower the platform

and if you're quick you can run off the

reaches the bottom. Failing that, you'll

Use Multitools to disable the laser beams and then use LAMs or rockets to

take out the two security bots. Take out the guard and then hack the computer.

selecting both options. Go right and climb down the ladder. Go to the centre

and use Multitools to grab the AUGMENTATION CANISTERS. Find the

ladder and go down and if you didn't kill Maggie Chow before, now's your

podium under the camera and input

the code. You'll now have to get out, but you are unable to exit via the way you

came. Head down into the water and follow the linear route, you'll eventually

end up back in the Wan Chai district.

Head back to the Compound and

talk to Tong, Paul (If you saved him back in Hell's Kitchen) and Alex, who'll give

you an AUGMENTATION CANISTER. Now go back out to the courtyard to hitch a

HELL'S KITCHEN: NYC Head down to the Underworld club and

speak to Harry Filben and a meeting will be set up at the Osgood & Sons

Go through the grate on the left and

door. Use a Multitool on the door to

wary of the security bots roaming around inside and head towards the booth in the far corner. Press all three

your left and take the NANOKEY to the

ammo dumn that's under the desk Re

buttons to open the bay doors. When you have stocked up on supplies, jump

on top of the bays and use the platforms to get back to the door you

Now head towards the crane and

take the key from the soldier. Go through the gate and head towards the

ride back to New York

DOCKS: NYC

came in by.

chance. Look for the keypad on a

end and duck underneath before it

have to go left when the platform is down and work your way around to hack the control panel at the top.

room and talk to Tong. He'll tell you to get into the medical chamber below. Do so and hop on the pad. When the probing has ceased, head up back to Tong and in exchange for his deactivating your killswitch, he'll ask you to do some corporate espionage. Go back downstairs towards the killswitch-removing chamber and go left into the room and down the stairs to

Once you're done, head further into the facility to grab some weapon, ammo and other assorted supplies, before leaving the Compound and going to the Versalife building which is just above the slope leading down to the Lucky Money Club.

VERSALIFE BUILDING: HONG KONG
To gain access to the forbidden zones
of this building, you can either hack the computer at the reception desk and make a fake pass, or you can find Mr Hundley upstairs who can be bribed with 2,000 credits to give you a pass. Either way, go to the third floor computer office and head to the elevator on the other side.

When you arrive downstairs, take

note of the large hand sculpture into the main, red-lit foyer. Now you can do one of two things: Either go left or right behind the sculpture and hack the computer panel in the armoury (left) or go up in the lift and hack the computer panel near the MiB (right). Failing that, just use a Multitool on the panel on the side of the sculpture. Either way, head down the new door that has opened

beneath the sculpture.

Head downstairs and when you building. It's the one with a huge hole in the front just down the road from the Hilton Hotel. If you are short on explosives, go and see the Smuggler in his lair (of which there are numerous pathways in) and, if you want, you can go to the Free Clinic and assassinate the reporter to complete a secondary objective. Finally, head onto the roof of the Hilton, via the fire escape in the back alley and head to the docks. Go down the next flight of stairs

If you're using Multitools and

Now go upstairs to the centre of the room below the walkway and press

go into the door next to it. Talk to the guard and examine the nearby DATACUBES for codes. Go through the next door and then right down the stairs. Eventually you'll arrive at the ship. There are many ways to board, but using the crane to reposition a suspended girder and then crawling along it is effective. Once on deck, make your way into one of the side doors and start searching the cabins for supplies – also, take the vial of AMBROSIA from the lab. Pick up the NANOKEY for the lower levels and then work your way down once you have

When you emerge, go into the

As promised last month, it is time to do away with all the ammo conservation and constant fearing for your hide by cheating. Here's detailed instructions for accessing the all-conquering Cheat mode. But be warned, enable it and you'll be robbing yourself of one of the most immersive gaming experienc At any time during play, press \blacksquare to call up the Goals/Notes/Images screen and end called 'Cheats'. Toggle across to this menu and you'll be presented with a list of cheats that you can activate. They are: God Mode (become invincible), Full Health, Full Energy, Full Ammo, Full Mods, All Skills, Full Credits and Tantalus Please note that some of the each loading pause.

Tong will save your life,

but expect a favour in return. Will you side

288 .. PlayStation.2

with him come

judgement day?

FULL WALKTHROUGH - PART 2

central room and there'll be two of the weld points you're supposed to breach just look out for the large yellow signs on the wall. One is obvious, the signs on the wall. One is obvious, the other you get to by going up the ramp into the building in the centre, smashing a window and then crawling out along a pipe (you'll need your lamp see It) and dropping down into a hidden area.

Head out the other doors and go left to meet an engineer and a repair drold hard at work. Proceed through into the electrically charged room and then drop down to see the third weld point (use a Multitool on the control panel and then again on the second one beneath the floor to cut off the electricity). Work your way through the complex and the next weld point will be obvious. Now head back the way you came, past the engineer and to the Bilge Pump Room. Flip the switch next to the computer and hack it to reverse the pump flow. When you have done this, the last weld point is in the opposite corner. Now get off the ship and make your way up to the chopper the lift in front of the crane will take

GRAVEYARD: NYC

Press the button next to the gate and the guard will let you in. Head left to go down into the monastery. Find Dowd and give him the Ambrosia, then examine the crypts to stock up with supplies (one contains a hidden passageway leading you back upstairs) and check one of the pictures for a locked safe. Head back to the guard's building next to the gate, then hack the computer to reveal a hidden entrance to the generator. Destroy it. Get back in the chopper and head for Paris

PARIS AND THE CATACOMBS Head down the service elevator in the locked shed, up the stairs and through the door on the right. Talk to the girl and then go back out to left before heading down the left passage. Follo the ramps down and grab the HAZMAT SUIT before going through the door into the toxic mom. Go through the door in the far-left corner. Search the next area for supplies and head towards the west passage. Keep heading down and then up the ladder. If you want more supplies, you can raid the building to the west. Go to the east building and locate the boarded-up door. Clear It using a melee weapon and then go down the spiral staircase into the Catacombs.

CATACOMBS: PARIS
Go right at the bottom and head into the right passage. There are guards patrolling the area so tread cautiously. Go through the room containing the pillars and straight ahead you should see a little alcove Go into it and activate the brick switch to open a secret door to bunker Number One. Talk to Chad and he'll give you a key to the blast door which is opposite the secret door you entered the bunker by.

Look for the locked box, inside security login, and the follow the passageway, turning left whenever you can. You'll emerge in a room with four exits and a MJ12 troop patrolling. The room on the left contains two LOCKPICKS and if you go into the room straight ahead you can climb a ladder to a secret room. In this room, unlock the gate and a repair bot will appear to shut off the electric field – giving you free access to more supplies. Back in the fourexit room, the room on the right leads to the hostages, but you don't want to plough in with all guns blazing. Instead, go into the passage behind the cross on the

guards. Go to the far room and take the NANOKEY from the table before using the control panel to disable the cameras (so that the hostages have an escape route). Then go to the centre room and open the door to the hostages. Follow them back to Chad and he'll tell you where to go next (which is near where you found the

Go through the sewers and you'll be given a choice of two ladders to climb, one has a locked hatch at the top, the other doesn't – but the unlocked one lands you right in the middle of an MJ12 patroll Find building 13 (the front door is behind three arches) and go inside. You can chat to many pe here - the dancing nurse will tell you loads in exchange for cash. If you speak to the man in the office behind the bar, don't pay to take his directions to the arms dealer's house – it's building 11. Also, if you bribe the lady behind the bar you'll be able to gain access to a ked door containing extra supplies.
Go upstairs and talk to the girl in

the corner, she'll arrange for you to meet up with Nicolette DuClare behind the club. You can go straight away or you can explore the streets of Paris some more where there is plenty of fun to be had - like breaking and entering shops, raiding the arms dealer's house and cashing in from the ATM machines

If you told Jaime to stay at UNATCO earlier, you can find him at the coffee shop across the street from the club. He'll tell you the killphrase for Gunther, so that you won't have to fight him later. When you're done, head behind the club and find out that

to before. Jump into the chopper and

CHATEAU DUCLARE: PARIS

u can pick or destroy the front doors to get in or, if you want to conserve supplies, go around the back and hack away at the boards across the door Once inside, go upstairs and follow the hallway left. Take the key from behind the vase and go into Beth's roo Search for supplies – like the key to Nicolette's room – and move the picture to find a secret compartment Now you can either head back and unlock Nicolette's room at the top of the steps (which contains a LOCKPICK) or you can climb in the dumbwaiter in Beth's room to go down to the kitchen

Unlock the cellar door then go down and turn the candle holder to open a secret passage. Head through and break the boards to get into the computer room and use the computer. Take the key from Nicolette then head back out of the house and around the back to the maze. Go through the somewhat linear maze and then into the crypt behind before climbing the ladder at the end

CATHEDRAL: PARIS

When you emerge, jump onto the crates and smash the window to jump into a secret room that contains extra credits. If you use the fallen beam you can reach the second floor which contains a NANOKEY to the nearby gate, although a guard will open this he spots you. Go through the gate and up the slope. There are MJ12 guards on the prowl and a security bot so watch your step. Head past the subway station and over the bridge to the Cathedral. If you like you can dive into the water and swim there via the sewers to reduce the risk of getting spotted. This place is vast and the plenty to explore, but we'll just stick to

the essentials here.
Go in, following the building around and eventually hitting the north-east corner. Climb the trellis near the supply crates and head towards the left corner of the roof. Jump onto the slanted beam and head up to the next level. Jump up onto the ledge and follow it around to the next building. Go down the steps and through the first doorway, then continue down the stairs and through the next doorway. Pro past the vault on the left and head up the next flight of stairs. Take a right and then examine the DATACUBE on the desk. You can also hack a security panel in this room.

Head back down to the vault and disable the security panel by the side of the stairs. The place is heavily guarded by cameras and gun

turrets, so you'd be well advised to sneak across to the far side and disable the second security panel before plundering. When you're done, go back out the way you came in then turn left and head up the stairs. Go through the doorway on the right and disable the camera before checking the DATACUBE for a doorcode Go through the door, turn left and go downstairs. Gunther will appear to take care of you. He is armed with a flame-thrower so a good tactic to use when fighting him is to jump into the nearby fountain and continuously jump up and shoot him before dropping back in. This way he won't be able to ignite you with his flames of passion!

Check the computer and select the option it presents you with. Your work here is now done, so search the remainder of the Cathedral for merous supplies before heading back out to the subway station. Here you'll meet one of Everett's cronies. Submit to him and he'll take you to his

EVERETT'S HQ: PARIS

There are a great many things to see and do here. First of all, why not head into Everett's bedroom and check behind the mirror for a secret room.
here you'll find the original leader of the Illuminati in a floatation tank. If you like you can hack the control panel and switch off his life support machine although Everett won't thank you for it!

Search the remainder of the base for a NANOKEY to the helipad and then head up through the door near the starting point. When you get to the chopper, speak with the mechanic and you'll notice he's acting suspiciously. Concealed behind some nearby crates you'll stumble across a mechanic's corpse - something's not right. Kill the living mechanic and Jock will questiyour motives, but as it turns out, the mechanic was an impostor who has just planted a bomb on the chopper You just saved Jock's life.

VANDENBERG AIRFORCE BASE

When you arrive on the roof, it is possible to snipe the patrolling security bots on the ground below if you have the necessary fire-power. Head down the stairs via the nearby door. Dispose of the two guards and take the lift to the second floor. When you walk out, take out the nearby guard quietly so as not to alert his mates, then use heavy duty firepower like grenades to take out the other pack before they get a chance to retaliate. In this area you should notice a heavily secured door with two TNT crates outside. You cannot access this for now but you'll be returning here later.

Head downstairs and into one of the side rooms to location the generator. Press the button to deactivate it and then head into the grate in this room to obtain a NANOKEY. Head out of the room and up the hall, disable the security cameras and turn the turrets on the enemy before heading out through the door at the end. Don't go out of the main doors yet, instead head through the other doors. You can either hack the security panel to disable the beams or go upstairs in the previous room, smash the window and jump down either way there'll be a couple of guards to take care of

If you go into the flooded canteen then there is an AUGMENTATION CANISTER to pick up, but be sure to disable the security panel to cut off the electricity first otherwise you'll fry in the water. Go back out and open the door to the small room to free the scientist and grab a few vital supplies then head back into the main building and through the main doors outside. If you didn't snipe the security bots from the room at the start of the mission, then head towards the building without the radar dishes on the roof. Once inside, go through the doors and turn around to push the buttons next to them - these will open the bay doors and release the allied robots out into the yard. Now go outside and watch as both sets of robots do battle!

When the enemy robots have been destroyed, go into the building that does have the radar dishes on the roof and then head into through the maintenance tunnels. Drop down through the hatch at the back and get ready to fight some nasty spider drolds. You'll notice a generator on your right as you make your way through the tunnel with some laser trip wires up ahead. You can opt to try and vault over these wires, but if you hit them, more spider droids will be deployed and you'll have to press the top button on the generator to unlock the door up ahead. The best way is to just bypass the security panel to

Once you're through, take care of the two spider droids and drop down. Grab the supplies in the crates, turn left and go up two flights of stairs. Press the '3' button on the control panel, then head back down and turn right. Follow the passage, bypassing the security fields and then up again. Now cross the bridge to the other side. Grab the key next to the corpse and go up the ladder before heading out of the

Press the switch to open the door and you'll emerge back in the main building. Go back upstairs to the control room door (the one with the TNT crates outside) and use your new key to open it. Head in and then right down the steps to meet up with Carter. Then go down and talk to Dr Savage to the left of the computer. He'll unlock the door for you and tell you how to access Milnet. Now, if you have a Hazmat suit, head straight in, press the switch, double back to the other corner of the room where the elevator is, head up and then run up to the computer.

Once you're at the computer, log in to upload Daedalus then go back and talk to Savage - his daughter has been kidnapped and needs rescuing. Head back outside and then down the slope to the chopper

CALIFORNIA GAS STATION

As there is a hostage at stake, the key is to make little or no noise here. Talk to the vagrants near the fire and get the NANOKEY, then head back to the point you were dropped off and open the door. Go up the ladder and then crawl through the gap in the fence before taking out the nearby guard. Go around to the left of the building and up the ramp. Take out the guard behind the building (all the time using a silenced weapon like your Stealth Pistol) and then use the ladder to climb onto the roof and then jump over to the next building.

Drop through the hatch and

quickly take out the MIB and his troupe. Open the door to save Tit Tell her to stay put and go back outside, killing all the remaining guards and dogs and searching the other buildings before going back to fetch her and lead her safely to the chopper. Mission accomplished

When you're dropped off, watch out for the prowling security bot and kill the lone guard. Search his body for a NANOKEY and then use it to open the door on the centre pillar. Go upstairs and turn left at the top, past the barracks and through several guards until you get to the room above two scientists working on computers. Hop down and talk to the guard. He'll give you some info and a picture.

Now go through the doorway to the south and find the vertical passageway with all the ladders. Take the ladder down. Follow it down the passage, past a guard to a room with two turrets up top. Dispose of the guard and head through the door on the right. Follow the catwalk to the next building

Go into the centre pillar and press the elevator switch to go down. Hack the security panel on the left wall and turn the turrets on the enemy.

Head down the passage until you come
to a room and then talk to the female
scientist to get the security login for the panel hanging down from the ceiling here. Use it to turn off the cameras and open the bay doors. Head upstairs and follow the passage until you find the mini subs then hop into the one that isn't being worked on by the maintenance droid.

OCEAN FLOOR Hack the security panel on the wall



and then head up the two flights of stairs and into the room at the top. Read the DATACUBE and then go up the next flight of stairs into the room above. Be careful of the gun turret and go through the door to the right. There's another gun turret in here so it may be best to take it out altogether as you'll need to approach the body on the ground and take the NANOKEY. The room on the left contains vital supplies so make sure you unlock the door and

stock up before leaving.

Head back to the main hall and unlock the door with your new found key. Go down the ladder and into the water then hack the keypad to enter through the next door. Read the DATACUBE on the desk and head through the door on the right, down more stairs and through another door. Follow the recessed floor in the cavern and take out the creatures that pop out. Now follow the hallway on the right then grab the NANOKEY and weapon mod from the table before unlocking the next door and going through.

There's nothing of any great value behind any of the locked doors in this area apart from a couple of weapon mods, so if you're running low on lockpicks or explosives, don't waste them. Climb down the ladder and then through the door at the far end.

Here you can either bypass the security panel, use an EMP grenade, or lockpick the grate on the right side. Head past the spider-bot towards the elevator. The guy floating in the water behind it has an AUGMENTATION CANISTER, but the water is electrified so be careful. Head up the elevator Hack the panel to the right of the staircase ahead to extend the bridge then head down the stairs and across the bridge. Hack the computer in the next room and then head all the way back to the cavern to meet up with Simons. After some conversation, you'll have to fight him, but watch out when you finally nall him because he'll explode.

Now go all the way back to the command module which is where you first came in. Get into the mini-sub and head back to the vertical passageway with the ladder that spans three floors. Head up to the top floor, then

climb the next ladder, open the hatch and you'll be on the roof. Savage will talk to you, and give you an upgrade canister if you saved his daughter Now get in the chopper and leav

WEST COAST SILO

Turn left, look up and snipe the guard in the tower, then take care of the two guards to your left at the corner of the facility. Head around the fence and towards that building with the windows. Inside are three guards. You can try sniping through the windows or sneaking up to the door and tossing a gas grenade in. Once they have been disposed of, grab some stuff from the table and head upstairs. There's a keypad on the central support beam. Bypass it and you'll open a secret stairway to the attic with quite a few supplies inside. Search the rest of the area thoroughly for supplies by using the catwalks that lead to the main base, then go down to the main silo doors and use the code to get in.

Turn left and use the code again to go through those doors. At the end are some security beams that can be taken out with an EMP grenade or by blasting/hacking the security panel.

Head upstairs and then find the

console with the big 'ABORT' button on. This will open the security panel to the left. Get in by hacking or with your login and initiate a new launch. Head back to the silo doors and go through the other pair of big doors labelled 'Missile Silo'. The next passage is patrolled by MJ12 commandos and MiBs, so you can either run down with all guns blazing or go through the grate on the floor that leads you to the bottom level (into water) and to ar elevator. Either way, you want to end up on level four. Look over the railing and take out the technician tampering with the missile, then use the elevator to go up to level six. Use the button to open the hatch and then take the chopper to Area 51

AREA 51

If you didn't kill the mechanic that planted the bomb in the chopper then it's gonna blow at this point. Take out the sniper in the towe behind the belinad and then follow the ramps down to ground level and go to the building on the right. Here you can find a NANOKEY to the tower, as well as a few supplies. Now you can

either head back to the tower behind the helipad and back the panel or you can cross the facility to the hanger with the collapsed door and then head upstairs to get the entrance code from the soldier through the broken window

Inside the tower, go upstairs and use the security panel to open the use the security panel to open the blast doors then go through them. Head down the right passage and into the building on the left. Turn right and open the panel to restore power, then go back down the other passage and take the lift down. Press the button next to the big security door and head

AREA 51 BUNKER
Head down and be careful of the exploding generator on your right. Once it's safe, run past it and talk to Everett. Turn around and go straight ahead, following it down until you see a security robot and a door. Input the code that Everett gave you and go in. Take note of the infinite strength keypad. Head outside and keen following the passage to the next keypadded door and go through. On a table is a DATACUBE with the code to that infinite strength keypad, so head back and open it. Now continue following the passage until it opens into a big chamber and head up to the really big door lit by red lights, unlock it with your keyring and go through.

If your brother's alive, he'll send a message at this point, outlining the possible outcomes. Activate the elevator and kill the troops that come up, before going down on it. Go ahead and turn left, then Tong will talk to you about his 'ending'. He'll give you an image and open the door for you. Head in. There's a couple of ways into the stairwell to your right. Make a lot of noise and some troops will open it for you or you can lockpick the do Falling that, head straight, then to the right of the fence is a stairwell down. In the water below is a corose that holds the NANOKEY needed to open it.

Once you're in the stairwell, take note of the Aquinas Hub door. Keep heading upstairs and you'll find a console with a DATACUBE on. Use the code on the security panel behind you and unlock the door. Now head back downstairs and, once you're back at ground level, go right and follow the stairs down. Straight ahead is that door you just unlocked. Head through it and go up to the control room via the ladder on the right. Talk to the mechanic and he'll give you the code to the Aquinas hub. Backtrack to that door and nunch in the code

Follow the passage until you get to the room with the grays inside and head through the door on the left. You'll eventually come to a room with a steps to your left and right, both leading to an elevator. Go up to the third floor and listen to Helios message

Head back down to the second level and to the stairs you came down earlier. Then go back to the room with the gravs and go down the stairs and through the door on the left. Head down the passage and through the 'Sector 4' access door. Go up the stairs and through the door and someone will contact you - if you saved your brother, it'll be him, if not it'll be Savage. When you're done listening, go into the cloning lab.

Head into the hallway be the two Denton incubators and find the security panel near the window. Hack it to turn off the environmental generators and open the door on the other side. Head into Page's chambe and dispose of the two gun turrets and save the game because you'll now have to decide which outcome you're going to play for.

CLIFFHANGER

There are three possit le endings to Deus Ex. Each one can be triggered by performing certain tasks in this final segment. By saving the game at the point we mention in the walkthrough, you can view each ending without having to play through the entire game again.



Everett's Ending: Rebirth of the Illuminati

ending you must activate the four b lue reactors. They are grouped fairly close together and don't take much exploration to find. When you have activated all four, go back up to Page's chamber, through the door and into the control room. Press the button on the console and you'll send him straight to hell



■ Tong's Ending: New Dark Age

For this ending you'll need to go down to the area populated by creatures below Page's chamber and then head through the door at the back on the left. Work your way downwards and locate a room with a control panel marked 'Flush Systems'.

Activate this panel and then go all the way back past the area where you talked to either Savage or your brother and up to the reactor lab (a room polluted by green radiation). Here you'll find two reactors with a button at the base of each. Press them both and then head upstairs to the control room (home to the mechanic that gave you the code to the Aquinas Hub). Press the three switches in sequence and watch the place go up in smoke



■ Helios's Ending: Merging with the Helios Al

Go to the area beneath Page's chamber populated by creatures and then go through the door at the back on the right. Do as Hellos instructs, turning on the switches on either side of the room, and he'll give you the login to the computer. Login and activate the special option. Now backtrack to where you spoke to Helios in the Aquinas Hub and your work is done.





The one DVD magazine that delivers the precious goods

DWERLINE - HINTS AND TIPS



To milk a little extra longevity out of this official footy cash cow why not try unlocking a few extra teams? Do note, however, that you can't enter them into the

Unlock New Teams: To unlock a few extra All-Star teams in Friendly mode you must win the World Cup with teams from different regions.

To get All-Europe use European team To get All-America use American team To get All-Africa use African team



LMA Manager 2002

To become an instant 'Fergle' amongst your

stressed-out peers, simply enter the following cheat codes as names for the desired effect. More money MINTED

Auto-select tactics NO BRAINER 90 percent skill AWESOME Run faster HYPERACTIVE Win every game RUN OF FORM Buy any player FANTASY Fast stadium construction QUICK DRY Quick healing **HEALING HANDS** Blind referee MUST RF BLIND Always sunny SUN BURN



ISLES TBC Slurp more blood out of this bizarre Japanese import by unlocking a few extra suckers

Two Extra Mosquitos: The following two codes unlock a couple of extra mosquitos that can be selected under the 'Colour'

option. Enter the codes quickly on the main options screen (from which you select the 'colour' ontion)

If they have worked you'll hear a yell Doctor Mosquito - (hold @) ↑, →, ←, ↓, (a), (a), (a), (a)

Papa Mosquito - [hold • ↑. →. ←. ↓. (a), (a), (a), (a)

Hidden Game: To unlock a hidden twoplayer mini-game called Reckless Cyclist. go to the main title screen and then rotate the right analogue stick 30 times. You will then be warped straight to the hidden

Annov the hapless Yamada family still further by introducing Mister Moskeeto's blood-thirsty parents into the equation.



Virtua Fighter 4

There's a stack of secrets in this sophisticated brawler that range from cunningly retro victory poses to bizarre booby prizes. Slip on those knuckle dusters. for the full exposé

Classic Victory Poses: Use a created fighter to reach the Second Kyu level. Hold Punch + Kick + Guard during the replay after winning a match to do a classic victory pose from the very first Virtua Fighter game. You can also do another classic pose by reaching the Third Dan rank and holding Punch + Kick during the replay. But would you notice?

Alternate Main Menu Background: Enter the 'Game Option' menu, then press u to cycle forwards or o to cycle backwards through the list of backgrounds for the main menu

Alternate Costumes: Each character has two different appearances, most of which are just two different sets of clothes To see the alternate costume, hold t at the character selection screen and then press of to select the respective character in their alternate get-up

Original Virtua Fighter Model: Use any character to reach the First Dan rank, then when you select that fighter again, hold Punch + Kick until the fight begins. They will now appear for action looking exactly as they did in the very first Virtua Fighter game. Training Stage One In Versus Mode: Use a created fighter to reach the First Dan rank to unlock the first training stage in

Versus mode

Training Stage Two In Versus Mode: Use a created fighter to reach the Fifth Dan rank to unlock the second training stage in

Training Stage Three In Versus Mode: Use a created fighter to reach the Monarch rank to unlock the third training stage in Versus mode

Dural's Stage In Versus Mode: Use a created fighter to reach the Emperor or Great Emperor rank to unlock Dural's hangar stage in Versus mode

Fight As Dural: Defeat Dural in Kumite mode to unlock her as a playable character In Versus mode

Training Trophy: Complete the trial events in Training mode with a created fighter and a small trophy icon will be displayed over your character's health bar. Keep A Winning Streak In Kumite Mode: If you have a good winning stream

going in Kumite mode and you are about to lose, pause the game and return to the main menu. The game will save automatically and when you return, you will still have your winning streak and no losses.



Final Fantasy X SLES 50490

Q: I really need help with the Cloister of Trials in the Diose Temple

A: Most people have no problems getting the elevator platform to appear but do not know what to do after it does. Before you get onto this platform you need to go to the wall near the reset plate. Walk up to the faintly glowing glyph and press action to find a Destruction Sphere. Then get onto the elevator to be taken upstairs. Now push the five pedestals into their alcoves when the new nedestal annears place your Destruction Sphere into it and open the chest that is revealed and you will find a Magic Sphere. Now simply climb the stairs to finish the Djose Temple

Q: I have just entered the Macalania Temple and can't beat Master Seymour, what do I do?

A: Master Seymour will have 3 different forms that you must battle

Master Seymour with Guardians: The biggest problem with fighting the guardians is that heal after every attack, and none of your attacks are big enough to take them

out in one go. Try summoning and Aeon and letting it get damaged until its OverDrive bar is full, then let loose with its OverDrive.

Anima: This guy is pretty hard as its only attack called pain will basically kill whoever it is used on, so you'll need to make sure you have Yuna and her life spell handy. The other big problem is that he charges up his OverDrive gauge every turn, when it is full he performs his oblivion attack which is

Try summoning an Aeon to "Shield" this attack

Seymour on his own: Seymour on his own should be pretty easy after you've the last two battle. If you're having any problems try having Yuna cast Nulls.



Tiger Woods PGA Tour 2002

ISLES 50729

Become an instant king of the swingers and Improve your on-green handicap by allowing our caddy of codes to ease you through the course.

Master Code: At the Password screen (in the Options menu) enter ALLORNOTHIN as a code to unlock everything - including all golfers and courses

Unlock All Courses: At the Password screen (in the Options menu) enter GIVETUP as a code to unlock all of the

Hidden Golfers: To unlock golfers without earning them, enter the Password screen (in the Options menul and enter the following codes:

Super Tiger Woods 2TREPUS01S Cedric Andrews TSWERDNA120 Stuart Appleby UYBELPPA160 Notah Begay III DYAGEB04E Brad Faxon FNOXAF14D Jim Furyk OKYRUF05R Lee Janzen INEZNAJ11W Justin Leonard RDRANOAEL130 Solita Lopez GZEPOL10R Colin Montgomery EYTNOM09E Kellie Newman SNAMWEN172
Jesper Parnevik OKIVENRAPO2U Vijay Singh SHGNIS03P



GTA III

ISLES 50330)

Q: I am doing the import/export garage at the Portland docks and I cannot find the Mr Whonnee van Where do I find it?

A: You won't find the Mr Whonnee van driving around anywhere. Have you tried doing the fire truck missions. See what happens if you do a few of these (at least 5) Q: I am collecting all the cars for the Import/export garage in Shoreside Vale and I am having trouble finding the BF Injection. Where is this car?

A: The BF Injection was that dune buggy style car that Joey Leone was always working on when you went to see him. Now that he is gone, you will only find it on Portland in the park where El Burro used to give you your missions. However, you'll probably have problems finding it if you show up in the day. Try going late at night. Q: How do you fly the Dodo?

A: Despite what many people say, you can actually fly the dodo, it just takes a bit of practice.

You should have noticed that if you try to pull up and gain altitude the plain loses

speed pretty rapidly. Try flying the plane in wave like motion, as when you fly towards the ground you'll gain speed, also make sure that any turns are very slight, as major movements will cause the dodo to barrel role towards the ground



Syphon Filter 3

Q: I am right at the end of the game in the DC Subway and I need to kill Mara Aramov but she is behind bulletproof glass. How can I kill her once and for all?

A: The trick to killing Aramov is not shooting her through the glass but through the mof You will need the AU300, once you have this climb to the roof and try using the X-ray aim to shoot her in the head. You may need to try standing in different positions to hit her.

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Want the definitive verdicts on the PS2 games available right now? Then welcome to The ShortList.

OPS2 AWARDS

To filter out the pearls from the swine, OPS2 has introduced a brand new colour-coded ratings system.



Only awarded to games that score the full 10/10.



SHVER Awarded to titles that score 9/10.



Awarded to titles that score 8/10

2002 FIFA WORLD CUP

(EA Sports/ EA)
The World Cup version of FIFA
2002 with more pizzazz but sadly lacking in game modes

7 BLADES

(Konami/KCEJ) Ninja-styled adventure with a 'healthy' dose of chopsocky gameplay.

18 WHEELER

(Acclaim/Sega/ Acclaim Cheltenham) Brash, chunky and colourful truck racer. Unfortunately it just doesn't offer enough substance to satisfy the hardened gamer

ACE COMBAT: DISTANT THUNDER (SCEE/Namco) Best Ace Combat yet. A graphically-polished flight sim with a variety of missions. Overall 07

AGE OF EMPIRES II: THE AGE OF KINGS

(Konami/Microsoft/ Ensemble Studios/KCET) PC-style real-time strategy with great depth and longevity. Absolutely engrossing, if a touch difficult to control. Overall 07

(SCEE/Criterion) Intricate visuals, sublime handling, massive airs – everything you could want hoverboarding to be

ALL-STAR BASEBALL 2002

(Acclaim/Acclaim Studios Austin) An enjoyable all-round game of baseball with oodles of depth, and surprisingly compelling to watch as well as to play.

Overall 07

ALONE IN THE DARK: THE NEW NIGHTMARE

(Infogrames/Darkworks)
An undeniably scary survival horror game series, but one that falls to frighten the pants off the PS2 in this comeback

AQUA AQUA: WETRIX 2.0

(SCi/Zed Two) Addictive, well-realised update of the N64 puzzler Wetrix

ARCTIC THUNDER

(Midway/Midway/ Inland Productions) Crude visuals, but plenty of fast and furious gameplay. Overall 07

ARMORED CORE 2

(Ubi Soft/From Software) Infinitely-tweakable first-person mech shooter. Overall 07

ARMY MEN AIR ATTACK: BLADE'S REVENGE

(3DO/3DO) Dullsville helicopter game. Overall 02

ARMY MEN: GREEN ROGUE

(3DO/3DO)
On-rails shooter that manages to plumb new depths of soldiering tedium.

ARMY MEN: SARGE'S HEROES 2

(3DO/3DO) Another poorly realised shooter, from the series that stars little green plastic soldiers. verall 03

ATV OFFROAD

(SCEE/Rainbow Studios) Quad bike stunt racer with dubious pack Al but more than enough thrills. Overall 06

BALDUR'S GATE:

(Interplay/Black Isle Studios) Play Dungeons & Dragons in digital format. An RPG that does the PS2 great justice.

BARBARIAN

(Interplay/Titus) A rough-cut fighting game with RPG elements and branching storylines. Overall 07

BATMAN VENGEANCE (Ubi Soft/Ubi Soft)

Interesting action adventure, but just a little too 'on rails' to provide a real challenge Overall 06

BLOOD OMEN 2

(Eidos/Crystal Dynamics) An occasionally very satisfying blood sucking adventure let down by unoriginal gameplay

BURNOUT

(Acclaim/ Criterion Studios) OutRun grows up, and learns how to crash properly. Thrilling, edgy race action that will threaten your no claims bonus.

CAPCOM VS SNK 2

(Capcom Eurosoft/Capcom) A superb 2D beat-'em-up from the house that knows all there is to know about combat. With endless two-player fun.

CART FURY CHAMPIONSHIP RACING (Midway/Midway)

Arcade racer with crazy physics and a dose of high-speed hard shouldering. Overall 06

COMMANDOS 2

(Eidos/Pyro) A daunting but extremely worthy and rewarding strategy game. What more could you

CONFLICT ZONE

(Ubi Soft/MASA) A pretty run-of-the-mill RTS game that cleverly forces you to take account of media coverage

Overall 06

CRASH BANDICOOT: THE WRATH OF CORTEX (Vivendi Universal/ Traveller's Tales)

Crash spins onto PS2 but little has changed from PSone. Overall 06

CRAZY TAXI [Acclaim/Sega/Acclaim]

Arcade thrills aplenty in this no-holds-barred city-smashing racer. If you want speed, buy this now

CRICKET 2002

(EA Sports/EA Sports) The best leather-on-willow sim on any console, ever, Relax and make like it's summer

DARK CLOUD

(SCEE/Level 5) An enthralling RPG with atmospheric music and a world-building element t in for good measure. Overall 07

DAVE MIRRA FREESTYLE BMX 2

(Acclaim/Z-Axis) Orthodox but impressive, this BMX sim has an inventive array of tricks.

DEAD OR ALIVE 2 (SCEE/Tecmo) Blistering beat-'em-up that's

famous for its stealthy gameplay and collection of extremely well-endowed lady fighters. Overall 07

DEUS EX

(Eidos/Ion Storm)
The thinking man's action/ shooter/ adventure genre-busting game that redefines expectations. Superb. Overall 09

DEVIL MAY CRY (Capcom Eurosoft/ Capcom) Melding rip-roaring battling

with lush surroundings and a superb gothic atmosphere. One of the best PS2 games vet? Definitely. erall 09

DNA

(Virgin Interactive/ Hudsonsoft) Gene warfare and confusing puzzles abound in this bizarre manga adventure.

DONALD DUCK:

QUACK ATTACK
(Ubi Soft/Disney Interactive)
A first-generation platformer
that suffers from Stone Age gamplay and graphics.

DRAGON'S LAIR

(Digital Leisure/ Cinematronics) Unplayable retro adventure. Should have stayed firmly stuck on the Laser Disc where it belonged Overall 02

DRAGON'S

LAIR II: TIMEWARP

(Digital Leisure/ Cinematronics) Painfully dull arcade sequel. Overall 01

DRIVEN

(BAM! Entertainment/ BAM! Studios Europe) Poor racing game from a poor film licence

DRIVING EMOTION TYPE-S

(EA/Square) Dismal racer, Fails to evoke any emotion at all. Overall 04

DROPSHIP: UNITED PEACE FORCE

(SCEE/Studio Camden) Impressive combat sim that rewards commitment with paced and varied gameplay.

DYNASTY WARRIORS 3

(THQ/KOEI) More of the same great mass battles and explosive action. marred slightly by samey gameplay.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

(SCEE/Sega/Appaloosa) You're a dolphin and it's up to you to save the world from an alien invasion. Relax in the new age calm of this underwater adventure.

FNDGAME

(Empire/Cunning) Sets a new standard in the lightgun shooter genre: innovative, refreshing and most of all, a ton of fun.

ESCAPE FROM MONKEY ISLAND (Activision/LucasArts)

Adventure that includes smart visuals, witty script and intelligent puzzles.

ESPN INTERNATIONAL TRACK & FIELD (Konami/KCEO) Graphically impressive athletics

sim marred only by iffy Al. Overall 06

ESPN NATIONAL HOCKEY NIGHT (Konami/KCEO) Other hockey sims on the market with better gameplay put this in the sin bin. Overall 06

ESPN NBA 2NIGHT (Konami/KCEO)

Hardcore gameplay makes this one for basketball heads only. Overall 06

ESPN X GAMES SKATEBOARDING (Konami/KCEO)

Not-very-extreme skateboarding sim with some unsightly graphical glitches. You're best off sticking with Tony Hawk's

Overall 05

ESPN WINTER X-GAMES SNOWBOARDING (Konami/KCEO)

Lifelike snowboarder, ruined by unsightly bland graphics, unresponsive controls and a lack of excitement

EOE: EVE OF EXTINCTION

(Eidos/Yuke's) A dull, button mashing affair,

EVERGRACE

(Ubi Soft/Crave Entertainment/From Software) An ultimately depressing role-playing game, that fails to engage the player at any to engage the pla meaningful level. Overall 02

EVIL TWIN

(Ubi Soft/In-Utero)
Adventure from the dark side of platforming. Average, far-fromperfect animation with 76 levels of twisted plot.

EXTERMINATION

(SCEE/Deep Space)
Alien-inspired survival horrorfest that is set in a deserted Antarctic research base. Positively crawling with cool design innovations.

Overall 07

EXTREME-G 3

(Acclaim/Acclaim)
A neon beast of a future blke racer that requires skill and brains. Takes some 'inspiration' from the WipEout series. Not for the faint-hearted

F1 2001 (EA Sports/EA Sports)
Another solid PlayStation 2
Formula One title, but ultimately it's a tad soulless.

F1 CHAMPIONSHIP SEASON 2000

(EA Sports/EA/ Visual Sciences) Hardcore F1 fans will find this a little too easy. Overall 06

FANTAVISION

(SCEE/SCEI)
The world's first fireworks game.
Not enormous, but of rare and random beauty. Overall 07 mpetitors.
Overall 05

FIFA 2002

(EA Sports/ EA Sports Canada) Despite admirable improvements, this is still a goal down to *Pro Evolution.*meplay. Overall 06

FIFA WORLD CUP

(EA Sports/ EA Sports Canada) Nice innovations for the Official World Cup Game.

FINAL FANTASY X

(SQUARE) Nothing else needs to be said about this brilliant RPG. Overall 09

six of the hest

SHARP SHOOTERS



1. METAL GEAR SOLID 2: SONS OF LIBERTY

Even when you're not sneaking past the opposition, MGS2 is more of a cerebral gun fest than most. However it still manages to nack in some of the most tension-filled MGS2 is out now from Oxisoft

2. MEDAL OF FRONTLINE

Every bit as thrilling and atmospheric as its Frontline takes eveyone's favourite Nazi-nobbling FPS and cranks up the realism

3. HALF-LIFE

A superlative blend of FPS action and intelligent storytelling that comes from the with deadly accuracy honefully coming

*Half-Life is out now from

4. JAMES BOND 007 IN... AGENT UNDER

A clunky game title for sure, but freed from movie tie-ir has a licence to thrill.

*Agent Under Fire is out now from FA

5 DELIS EX

Not just another PC port, but one of the finding its true home on PS2. A bleakly brilliant future shocker with supreme gameplay throughout from Fidos

6. HEADHUNTER MGS2 is a fine game in its own right with glossy visuals, a RoboCop-style vision of the future and lots of hardware to bring

the bad guys down

from Sony



(SCEE/Studio Liverpool) Still the best F1 game to reach the PS2 yet. All the drivers, tracks and cars included. Load it up and feel the speed.

FREAK OUT

(Swing!/Treasure) Unique cartoon action adventure with a kooky Japanese twist. Grab enemies with a hewitched scarf.

FIGHTERS

(Acclaim/Bizarre Creations) Cute fluffy creatures armed to the teeth with shotguns blast each other to pieces. The toy cupboard will never look innocent again.

G1 JOCKEY

(THQ/Koei) More like an exercise in statistical analysis than a horse racing game, with bland graphics and sound.

GIANTS: CITIZEN KABUTO

(Interplay/Planet Moon)
The Reaper might be cool, but loading times hamper this port of a complex PC battle game.

GITAROO (THQ/Koei)

If you have a PS2 collection, you should definitely have at least one game like this one in there! Check it out.

GLOBAL TOURING CHALLENGE: AFRICA (Rage/Rage Warrington) An impressive racer that is

further lifted by clever use of interesting locations.

Overall 07

GRANDIA II

(Ubi Soft/GameArts) Expansive, classic RPG adventuring but with horrible graphics and repetitive, uninvolving gameplay. Overall 05

(Rockstar Games/ DMA Design)

The original crim sim goes 3D. The game has its flaws, but there's nothing else quite as sick, inventive and funny on the shelves. Buy it.

GRAN TURISMO 3: A-SPEC (SCEE/Polyphony Digital)

If you didn't know already, GT3 is the greatest driving game in the world. Buy it now.

G-SURFERS

(Midas Interactive/ Blade Interactive) Futuristic racer that's improved by an innovative

(Virgin/Sammy) Pushes hard at beat-'em-up boundaries. The start of a new wave of next-gen 2D fighters.

GUN GRIFFON BLAZE

(Swing!/GameArts)
A mech shooter for robot obsessives everywhere

(Take 2/ASCII) Inadequate surf sim, although the water's well realised.

HALF-LIFE

(Vivendi Universal/ Valve/Gearbox)
The award-winning PC firstnerson shooter/adventure arrives on PS2 in resplendent form. An essential purchase.

HEADHUNTER

(SCEE/Amuze)
Dirty Harry meets MGS2 in a world where the law is controlled by bounty hunters. There's a great game here somewhere, but we only got glimpses of it. uorall 07

HEROES OF MIGHT

(3DO/3DO)
Patchy PC-style adventure.
Overall 03

HOLOGRAM TIME TRAVELLER

(Digital Leisure/Sega) It may be called a 'class avoid this like the plague.

INTERNATIONAL SUPERSTAR SOCCER

(Konami/Ozisoft) Genuine squads and more instant terrace gratification take ISS up to the PS2 level.

(Konami/ Ozisoft) More arcadey than PES with better commentary, but dodgy hall physics and animation

JAK AND DAXTER: THE PRECURSOR LEGACY

(SCEE/Naughty Dog) A brilliant platformer from the makers of Crash Bandicoot introduces two heroes you'll be

JAMES BOND 007 IN... AGENT UNDER FIRE (EA/EA Redwood Shores) A thrilling single-player Bond

experience, with a great Fourplayer mode and beautiful leading ladies. Almost on a par with N64's GoldenEye.

JEREMY McGRATH SUPERCROSS WORLD

Studios Salt Lake) A motocross game that's just like the real thing (minus the realism, thrills, speed, gritty handling and mud).

JET SKI RIDERS

(Eidos/Opus Corporation) Great water effects and Kawasaki-licensed Jet Skis. Shame about the average racing, though.

KENGO: MASTER

(Ubi Soft/LightWeight) A padded-out Training mode makes up for this smart ninja fighter's otherwise rather limited nature

(Electronic Arts/KOFI)

A real-time strategy game set in feudal Japan, where you get to command a huge army. Initially confusing, potentially enthralling. Overall 07

KLONOA 2: LUNATEA'S VEIL

(SCEE/Namco)
Cute and cheerful platformer featuring the lovable glove-eared blue cat-rabbit hybrid.

KNOCKOUT

(EA Sports/EA Sports) A more-than-competent boxing sim. Not good enough to earn its royal status, though.

KURI KURI MIX

(Empire/From Software)
A blend of two-player cooperation and cutesy platformer, An odd but worthwhile addition to any PS2 Overall 07

LEGENDS OF WRESTLING

(Acclaim/Acclaim)

Violent ballet' with a shortage of modes and options. Fine recreation of Pro wrestling.

LE MANS 24 HOURS (Infogrames/

Melbourne House)
Accessible for the gamer
who's daunted by ultraaccurate sim-style vehicle handling, but has depth and thrills in abundance.

ALMA MANAGER

(Codemasters/Codemasters) Brilliant soccer management game that allows you to get as involved as you want.

LOTUS CHALLENGE

(Virgin Interactive/Kuju)
With a whole back catalogue of branded cars, it's a Lotus fan's dream. It's just a shame their speed isn't conveyed.

MADDEN

NFL 2002 [EA Sports/EA Sports] Exemplary American football title with a pristine pedigree. Virtually faultless, aside from being just another yearly update of a franchise. Go buy!

MAXIMO (THO/ Capcom) A tribute to Ghosts 'N Goblins and an excellent mix of retro and modern gaming, resulting in one of the strongest 3D platformers available.

Overall 08 MDK2 ARMAGEDDON

(Interplay/BioWare) Originally a game on Dreamcast and PS, this third-person action shooter in space has lost nothing in translation. Has three playable characters and is destined to be a cult classic

MEDAL OF HONOR-

MEDAL OF HONOR: FRONTLINE (IEA/EA LA)
A very realistic FPS that has been wowing audiences the world over since the game was released. This is a superb game that should not be overlooked.

METAL GEAR SOLID

(Konami/KCEJ) A must-own, state-of-the-art tactical espionage action game that's reason enough to buy a PS2. A superbly paced, surprising story with intelligence and soul. Unbeatable sound and graphics - a benchmark for future PS2

MIDNIGHT CLUB

(Rockstar/Angel Studios) Speedy, urban racing, that boasts huge and action-packed New York and London environments. Sadly, the gameplay ain't that great. Overall 04

MODERNGROOVE: MINISTRY OF SOUND (Ubi Soft/Moderngroove) An entertaining lightshow

generator, containing five full dance albums.

MONSTERS, INC (SCEE/Disney Interactive) Disney Platform game, based on the film. Initially amusing but sloppy and basic with a lifespan of no more than a few hours, though the film clips are entertaining

мото GP (SCEE/Namco)

Gran Turismo on two wheels? Ish. A fantastic motorbike sim that rewards repeated play.

MOTO GP 2

(3DO/3DO)
A refreshing bike racer. Slightly repetitive gameplay and a shallow multiplayer, but slick, fast and realistic. Excellent 3D

the shortlist

graphics and race replay facility.

MOTOR MAYHEM

(Infogrames/Beyond Games)
Unoriginal deathmatch-based vehicle blasting.

MTV MUSIC **GENERATOR 2** (Codemasters/Jester) Home DJ sample/mixer music maker. It's enormous fun and nigh-on faultless. This is exciting and well put together pick it up and start making your own choons!

MX 2002 FEATURING RICKY CARMICHAEL

(THQ/Pacific Coast Po Polished and engaging motorcross sim that utilises its subject matter to great effect

MY RIDER (Infogrames/Paradigm) Motocross/supercross sim

that lacks the true grittiness and excitement of the sport. Overall 06 NBA HOOPZ

(Midway/Eurocom) Instant arcade-styled basketball sim but there are better ones on the street.

NBA LIVE 2001 (EA Sports/ EA Sports Canada)

Solid and playable. Thrills are thin on the ground, though. NBA LIVE 2002

(EA Sports/ EA Sports Canada) An update of NBA Live 2001? Only for true basketball nuts

NBA STREET (EA Sports Big/EA Sports)
Great looks, great to play, but

not what most will want. There's room for improvement.

NFL QUARTERBACK (Acclaim/Acclaim

Studios Austin) American football game that has unique features, but unable to compete with Madden 2002

NHI 2001 (EA Sports/ EA Sports Canada)

EA Sports' perennial ice hockey licence that hits the mark, As Jamie Oliver might say, "Puckal"

NHL 2002 (EA Sports/ EA Sports Canada) The definitive ice hockey

videogame, and a market improvement on NHI 2001

NHL HITZ 2002 (Midway/Black Box)
A satisfying, if short-lived arcade-style ice hockey game.

NY RACE

(Wanadoo/Kalisto) Average future taxi racer, based on the opening sequence of Luc Besson's sci-fi epic The Fifth Element. Nothing Crazy to see here.

(Rockstar/Bungle Software) New character animation in an enjoyable third-person sci-fi romp.

ONIMUSHA

(Capcom/Capcom) Impressive survival horror that lets the PlayStation 2 run riot. Does suffer from an iffy PAL conversion, though. Reviewed OPS2#09/01

OPERATION WINBACK (Midas Interactive/KOEI) Lacks variety, but still manages to be an enjoyable stealth shooter, nevertheless.

ORPHEN (Activision/Shade Inc)
Disappointing anime-inspired
Japanese RPG.

PARAPPA THE RAPPER 2 (SCEE/NanaOn-sha) Rhythm action game from Japan in which you play a rapping dog. Simple but compelling gameplay. Short life span and only really worth revisiting for nostalgia. Overall 07

PARIS-DAKAR RALLY

(Acclaim/ Broadsword Interactive) Based on the race of the same name, this sim does little to inspire interest.

wed OPS2#13/Overall 05 PENNY RACERS

(Midas/Takara) A half-baked and underfed GT3, with just a few good tracks to recommend it

POLICE 24/7

Basic cop-shot light gun game with motion capture option Frantic and fact but lacke structure and individuality. Just another on-rails shoot-'em-up.

POOL MASTER

(Take 2/Ask)
Dull pool sim, despite some tidy ball physics.

PORTAL RUNNER

(3DO/3DO)
Vikki, of Army Men notoriety, gets her own title. It's the best of a bad bunch. ed OPS2#13/Overall OF

PRO EVOLUTION SOCCER (Konami/Konami TYO) Konami TYO updates ISS Pro Evolution and creates the best PS2 football sim yet.

PROJECT EDEN (Eidos/Core Design)

[Eidos/Core Design]
Look beyond some not-great visuals and you'll lose weeks to this complex and satisfying first-person shooter/adventure.

QUAKE III
(EA/id & Bullfrog)
In four-player, this FPS is
the best multiplayer yet. A technical tour de force, it runs like greased lightning and looks absolutely gorgeous.

RAYMAN M (Ubi Soft/Ubi Studios France) Based primarily on multiplayer action. Some good ideas, but

the gameplay is nothing new RAYMAN

(Ubi Soft/Ubi Soft) Animation-quality graphics elevate this classic platformer starring a disjointed hero. A title worthy of PS2.

RC REVENGE PRO (Acclaim/ Acclaim Cheltenham) Addistinct lack of any discernable speed makes this an avoidable kart racer.

Overall 03

READY 2 RUMBLE: ROUND 2 (Midway/Midway) A marvellous, arcade-based comedy boxing game, pitting ridiculous cartoon fighters against each other

RED FACTION (THQ/Volition)
Ace first-person shooter that

melds MGS-style tactics and the all-out blasting of the hallowed Ougke III. Marred only by some average level design.

DECIDENT EVIL CODE: VERONICA X

(Capcom Eurosoft/Capcom) A captivating story, cinematic atmosphere kinetic action frights, thrills and copious amounts of blood-letting. Give in to its disgustingly depraved clutches. You know you want to

A REZ (SCEE/Sega (UGA))

Iscrez-sega (UGA))
Fight computer viruses from within the system. Exploring the relationship between sound and colour this techno shooter provides pure gameplay

RIDGE RACER V

(SCEE/Namco)
A popular racer, but high hopes were scuppered by the limited size and a lack of originality.

Overall 07

RING OF RED (Konami/KCE)
A mech RTS that's fun? Oh yes. A must-buy for the discerning robo-fetishist after something different.

ROBOT WARLORDS

(Midas Interactive/DaZZ) Many other superior mech games make this redundant in a somewhat minority genre

ROBOT WARS ROBOT WARS (BBC Multimedia/Climax) TV show tie-ins rarely work. This could have been a whole lot better. Stick to watching the

real 'bot battles instead RUGBY

(FA Sports/ Creative Assembly)
So far the only PS2 game to represent this sport. More akin to Madden than FIFA in approach, a highly enjoyable and refined take on the sport and refined take on the sport EA Sports does it again
Overall 08

PLIMBLE BACING

Fast and furious arcade stunt racer that has tons of challenge and replay value, especially in Two-Player mode. Full of totally insane courses to put you though you paces.

RUNE: VIKING WARLORD

Real-time: When one

(Take 2/Human Head) A Viking slash-'em-up that should have been confined to the Dark Ages. Overall 04

SALT LAKE 2002 (Ozisoft/Attention To Detail)
Soulless Winter Olympics game.
Decent weather effects but the
majority of events are rather tedique Not much variety and a limited life span.

SHADOW OF MEMORIES (Konami/KCET)

Filmic adventure that keeps the surprises coming with a sementine plot

SHAUN PALMER'S PRO SNOWBOARDER

(Activision/Dearsoft)
Basically Tony Hawk's on snow. It's an exhilarating sport, but the gameplay is unimaginative and the controls sluggish. Overall ne

SILENT HILL 2 (Konami/KCET

Team Silent)
One of the most atmospheric and genuinely frightening titles on PS2. Like all of your worst nightmares rolled in to one relentless videogame.

(Konami/KCEO)
Slick but simple shooting gallery-style game where you play a police sniper. A great launch title that we're still playing.

Reviewed OPS2#01/Overall 08

SILENT SCOPE 2

(Konami/Konami TYO) A worthwhlle update of this arcade sniper sim, though the formula is looking tired now

SILPHEED: THE LOST PLANET

(Swing!/Treasure/GameArts)
Tedious top-down shooter, that shouldn't be on PS2.

SIR ALFX FERGUSON'S PLAYER MANAGER 2002 (3DO/Anco)

Adept footy management sim, but lacks the killer goal. Overall 06

SKY ODYSSEY (SCEE/Cross for SCEI)

A flight sim where – somewha unusually – you don't have to shoot anything, just complete crazy missions SLED STORM

(EA/ EA BIG)
A maxed-out, splashy remake of the PSone racing classic, very much in the SSX mould.

SMASH COURT TENNIS PRO TOURNAMENT (SCEE/Namco) A deep, stylish game that suffers

from disproportionate leaps in difficulty that may prove a little off-putting to casual gamers Overall 07

SMUGGLER'S RUN 2: HOSTILE TERRITORIES (Rockstar/Angel Studios) Impressively big, fast and frantic, but not much diffe to its predecessor.

SOUL REAVER 2

Crystal Dynamics)
Soul-sucking fantasy adventure
that revolves around the
exploits of Raziel and his huge Soul Reaver sword

Overall 07
SPACE RACE

(3DO/3DO)
The cartoon Kart racer in its simplest form. Lacks originality and is a poor Mario Kart rip-off.

SPIDER-MAN

(Activision/Treyarch) It doesn't display huge innovations over its PSone counterpart, although it's a solid and enjoyable Spidey title either way. Overall 07

SPLASHDOWN

(Infogrames/ Rainbow Studios) Above average Sea-Doo racer, with Impressive water effects. The racing is sluggish, though. Overall 07

V HINTED (Midway/Paradigm) Pretend to be James Bond Captures the spirit of the

original game and adds further shiny next-gen knobs.

SSX (EA Sports Big/ EA Sports Canada)
Inventive rainbow coloured high

speed snowhoard game packed with crazy courses, and crazie characters. Overall 00 SSX TRICKY

(EA Sports Big/ EA Sports Canada)
The sequel to the PS2's sleeper hit is now bigger and better. New courses included!

STAR WARS: STARFIGHTER

(Activision/LucasArts) Mesmerising 3D Star Wars blaster with engaging missions and film-perfect sound effects. Overall 09

STAR WARS: SUPER BOMBAD RACING (Activision/Lucas Learning) Banal cartoon kart racer. The Force is weak with this one.

STATE OF EMERGENCY (Take 2/VIS Entertainment)
A shallow but worringly
enjoyable game that puts the player at the centre of a riot. Overall 06

STREET FIGHTER EX3 (Capcom Eurosoft/Arika) A decent enough cult 2D/3D hattler Has its devout fans

(THQ/Volition)
Although confined to strict RPG plot confines, this is an entertaining spectacle with expert storytelling.

SUPER TRUCKS

(Jester/Jester)
Bland, arcadey racing that fails to convey the impression of racing mammoth trucks.
Overall 04

SUPERCAR STREET CHALLENGE

(Activision/Exakt)
A by-the-book arcade racing game round desolate cities. Nothing to recommend it.

SWING AWAY GOLF

dossaru

Just got your PS2? It's your first console ever and you've bought the best magazine to give the lastest and most up-to-date information? But don't have a clue what we're going on about? Well, without wanting to patronise those gamers who've been round since the spelling out the meaning of gaming terms and acronyms in the relvews and previews, here's your 'at a glance' guide to all things PS2 and technical.

Afterburn: An extra kick of power in flight sims.

Al: Artificial intelligence.

Analogue: Re: Dual

Shock 2. Registering
degrees of input, as
opposed to digital's on/off status. Boarders: Snowboarders or games featuring the alpine sport.

Coin-op: Coin-operated arcade videogames.

Cut-scene: Explanatory, non-playable scene in videogame (also 'FMV'). CPU: Central Processor Unit. Brains of PS2.

Dev kits: Programmable
PS2s used by developers.

D-pad: Direction pad on

Dual Shock controller Controller for PSone.

Dual Shock 2: Controller designed for PS2 (with analogue). ECTS: European Computer Trade Show. E3: Electronic Entertainment Expo (US) Frame rate: Number of images drawn per second in games. Higher frame rate = smoother FPS: First-Person Shooter (eg Quake III).

Hack 'n' slash: Refers
to game (usually fantasy)
featuring blade combat.

High res: High

PS2 controller.

HUD: Head Up Display. Screen furniture such as map, speedometer, etc. Iconography: Graphical shorthand defining game, genre etc.

Low res: Refers to poor quality graphics.

L3: Pressing down on the PS2 controller's left joystick.

Mini-games: Bonus,
playable games found in larger titles.

Polygon: Building block of videogame graphics.

PSone: The precursor to
PS2. If you don't know what this is then frankly there's no hope for vo

solution (graphics).

second of game time equals one second in the real world. RPG: Role-playing game. RTS: Real-time strategy. R3: Pressing down on the PS2 controller's right joystick.
Sim: Simulation.
Strafe: Move sideways while looking straight
USB: Port to connect peripherals such as keyboard to PS2.

☐ If there's a term, word

or phrase that's still taxing your brain cells, let us know and we'll include it here



Can't get hold of one of the games in The ShortList? Something gone wrong? Need to check a release date? Here's the definitive list of all Aussie PS2 publishers.

six of the hest

OUR AD MAN JOSH IS PLAYING:



DEVIL MAY CRY 2

I don't mean to make you all jealous, but as soon as the preview code came into the office I haven't been able to get enough of it! Apparently, it's not even due out here until next year but I can assure you that it's going to be worth the wait. The first onels still one of my favourites - this is better!

2 V-RALLY 3 I'm not about to go out and thrash my new V8 Commodore rally-style but I can go out and go crazy with keep me going along just nicely. For now,



anywayl Wicked 3. SLAM TENNIS

myseld when it came arcades and on the Dreamcast, so I thought this game was wrong! This is a the least Very fun



4 TOP ANGLER

All of the guys laugh at me when I play this in real corker come and get a kebab and sit by and try and land me a big haul. All I need to dois sneak a few tinnies in.



We only have the preview version here rate it above Virtua one of my recent new characters are trying to master them.

I thought I was a FIFA man until Richie convinced me to try this it took a hit of time to get used to, but I'm now well and League is just brillianti Go Vieril He's my star striker right now



(EA Sports/T&E Soft)

Cutesy PSone golf sim that's let down by a poor

TARZAN ERFERINE

(Ubi Soft/Disney Interactive)
Based on a Disney film of the same name, this tries to be different with 'surfing' tree branches, but it doesn't work

TEKKEN TAG

(SCEE/Namco) Fantastically playable and graphically spectacular beat-'em-up. The tagging moves should keep the *Tekken* faithful happy until the next 'proper' instalment reaches the shelves. Meanwhile, keep your eyes peeled for Tekken 4.

TEST DRIVE: OFFROAD WIDE OPEN (Infogrames/Angel Studios) A tidy but limited offroad racer, from the makers of

TG DARF DEVIL

(Kemco/Papaya Studios) Mission-based retro car racer that falls to provide innovation or excitement.

THE BOUNCER

(SCEE/Squaresoft)
A fun, accessible brawler whose adventuring elements are fairly limited.

Overall 06

(SCEE/Runecraft Strictly for gamers of pre-school age, this is a faithful and entertaining reproduction of the popular kids' show.

THE MUMMY RETURNS (Vivendi Universal/ **Blitz Games**

Sub-standard, adventure-based movie tie-in. You're better sticking to the more reliable Tomb Raider collection.

THE SIMPSONS: ROAD RAGE

(EA/Radical Entertainment) It's Crazy Taxi but with Bart and Homer behind the wheel. Overall 06

THE WEAKEST LINK

(Activision/Activision)
You'll get more enjoyment
playing along with the TV show
than you will from putting up with the viper-tongued host.

THEME PARK WORLD

(EA/Bullfrog)
Take on the role of a theme park tycoon for a day in this engaging god sim, where pleasing the crowds and getting those turnstyles a-spinnin' is your prime directive.

Overall 07

THIS IS FOOTBALL 2002

(SCEE/Team SoHo)
An atmospheric and playable addition to a revived series.

THUNDERHAWK: OPERATION PHOENIX

(Eidos/Core Design)
A brave attempt to blend arcade and sim with choppers.

TIGER WOODS

(EA Sports/EA Sports) Authentic golf sim, a tad undermined by a random control system

TIME CRISIS 2

(SCEE/Namco)
PS2's first on-rails light gun title sets the standard for others to follow. Has a great Two-playe co-op mode

A. TIMESPLITTERS (Eidos/Free

Radical Design)
Fun, fast, frantic and inventive first-person shooter. Buy it for the addictive split-scree multiplayer madness. Overall 09

TOKYO XTREME RACER

(Crave/Ubi Soft/Genki) Sedate, and thus dull, racer.

TONY HAWK'S PRO SKATER 3

KACTER 3
(Activision/Neversoft)
Fantastic skate sim that's
perfect to play whether you've
got two minutes or two hours
to spare. Notable for being the
first PAL game to have online
network of least too. network play, too.

(Virgin Interactive/ Digital Integrations) A flight sim that seems to have been designed by people who have never even seen a plane. A few arcade thrills.

TWISTED METAL: BLACK

(SCEE/Incognito)
On a post-nuclear-war planet, it's time to drive around in frenzied vehicle-based hedonism. This is everything that you'd expect a Twisted Metal game to be on PS2 – and then some.

UEFA CHAMPIONS LEAGUE (Take 2/Silicon Dreams)

A very run of the mill soccer title which, with its very narrow focus on a single tournament, has extremely limited appeal. If you have ISS or FIFA, you don't need this.

UNREAL TOURNAMENT

(Infogrames/Epic Games) A satisfyingly gory, totally over-the-top and immensely playable first-person shooter.

VAMPIRE NIGHT (SCEE/Namco)

A vampire-blasting light gun extravaganza that looks grea but has questionable replay value once the bad boys are all put to rest. Again. Great for building bulging biceps, though.

VICTORIOUS BOXERS

(Empire Interactive/ESP)
Offbeat Japanese boxing title
that lacks the killer punch.
Overall 04

WACKY RACES STARRING DASTARDLY AND MUTTLEY

(Infogrames/Infogrames)
Misty-eyed fans of the TV series
will love the visuals. A shame the game isn't all that great.

Overall 06

WALT DISNEY'S JUNGLE BOOK GROOVE PARTY

(Ubi Soft/Disney Interactive)
The game guaranteed to get to dancing round your living room like a loon.

WHO WANTS TO 2ND EDITION

(Eidos/Revolution)
Scary animation of Tarrant and easy questions make this a chore. That is our final answer.

WILD WILD RACING

(Rage/Rage) Off-road buggy-racing game with initially discouraging handling. Stick with it, though, and the Stunt mode can become quite addictive.

Overall 06

WIPEOUT

(SCEE/Studio Liverpool)
Style and substance are he the most fully realised WipEout yet. This future racer is as smart and extreme as it gets. With a cracking soundtrack

WOODY WOODPECKER: ESCAPE FROM BUZZ BUZZARD'S PARK

(3DO/3DO) Unoriginal Platform adventure with a friendly cartoon look and solid, brightly coloured

WORLD CHAMPIONSHIP SNOOKER 2002

(Codemasters/Blade) Extremely playable snooker sim that may convert sceptics. Take part in the all-star tournament playing as Hendry or Doherty. Incerdibly playable.

WORLD DESTRUCTION LEAGUE: THUNDER TANKS

(3DO/3DO) Arcade tank sim that's brilliant in Four-Player Deathmatch mode. Lacks lasting appeal in One-Player mode, though. Overall 07

(Team 17/Ubi Soft) A Tetris-like departure from the usual Worms fare, but one that lacks depth.

CHAMPIONSHIP

(SCEE/Evolution Studios)
The most realistic, exciting rally experience ever committed to a videogame. This is a pristing example of next-generation programming that no self-respecting gamer should be without Overall 09

WWF SMACKDOWN! 'JUST BRING IT!'

(THQ/Yuke's) Sten into the spandex pants of The Rock and chums. This is without a doubt the most realistic representation of the WWF experience on a console yet. Top stuff.

ZONE OF THE ENDERS

(Konami/KCEJ) Cool mech thriller from Metal Gear's Hideo Kojima, with bonus MGS2 demo just to get you in the mood

www.acclaim.com Tea House' Level 4, 28 Clarendon St South Melbourne, Vic 3205

Activision Pty. Ltd.

Century Plaza Level 1, 41 Rawson St Epping, NSW 2121

www.easports.com.au Level 3, Suite 3 13-15 Wentworth Avenue Surry Hills, NSW 2010

www.interplay.com Unit 1, Level 3 39 Herbert St St. Leonards, NSW 2064

OziSoft (Infogrames)

Red Ant Enterprises Ptv. Ltd.

Darlinghurst, NSW 2010 Anti-Piracy Hotline Number: 02 8266 5111 Anti-Piracy E-mail: piracy@scee.net

Take 2 Interactive

THQ Asia Pacific Pty. Ltd.

www.thq.com Level 2, 578 St. Kilda Rd Melbourne, Vic 3004

Ubisoft Entertainment

www.ublsoft.com Level 3, 111-117 Devonshire St Surry Hills, NSW 2010

Vivendi Universal Interactive Australia Pty. Ltd.

02 9902 7722 www.vup-interactive.com.au (Sierra, Blizzard) Ground floor, 1 Chandos St St Leonards, NSW 2065

DOCTOR MARTIN / MOOKS / NOONE LIVES FOREVER / BODYJAR



PREVIOUS WINNERS - WWF DVDS Jesse Blayney SA, Daniel King NSW, Toby Carmichael NSW, Lucas James NSW, John Catania NSW, Adam Morley VIC, Bruce Dommayer WA, Ian Walsh NZ, Tristan Ashton NSW, Mike Henry VIC, Lance Smith NSW, Alick Clark NZ, Jason Leung NSW, B Palmer SA, Lisa Law VIC 2002 FIFA WORLD CUP Steve Millich SA, Ryan Glick NSW, Dave Long ACT, Brendan Vought NSW, Josh Farmelo VIC VIRTUA FIGHTER 4 Steve Gold WA, Jamie McGraw QLD, S Torrens WA, C Atkinson VIC, H Murphy NZ, STATE OF EMERGENCY Anne Elonheimo SA, G Floyd NZ, Dean Lightfoot NZ, Brian Peel WA, Drew Rogers NT.

HOW TO ENTER - Send entries to OPS2@derwenthoward.com.au with the name of the competition in the subject line or alternatively, send envelopes via snail mail to Official PlayStation Magazine, PO Box 1037, Bondi Junction NSW, 2022. E-mail entrants are entitled to one e-mail per competition only. Entries should be clearly marked and include your name, age, phone number, address and the name of the competition you are entering. All competitions close September 1, 2002 and winners will be published in the October issue of OPS2, on sale September 18, 2002.





TAKE SOMEONE SPECIAL OUT



DO YOU KNOW A GOOD SHOOTING GAME WHEN YOU SMELL IT? YOU KNOW, THE TYPE THAT ISN'T SIMPLY COSMETIC? welcome to engame...

ASSUMING THE POLE OF JADE, YOU MUST UNCOVER AND DEFEAT THE EURODREAM CONSPIRACY THAT THREATENS THE ENTIRE FUTURE. JUST ONE WHIFF OF ENDGAME AND YOU'LL BE TOTALLY CAPTIVATED.

"...way ahead of its painfully linear competitors" PlayStation.2

















PlayStation₂